

Chloe Feierabend

UX/UI Designer

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[Chloe Feierabend's Portfolio](#)

Highlights

- Designed responsive user interfaces and interactive prototypes in Figma for Virtual Reality and desktop simulations, applying accessibility standards and aligning with design system guidelines.
- Applied UX principles and accessibility standards (AODA, UDL) to improve clarity, usability, and inclusivity in educational interfaces.
- Conducted user testing sessions and translated insights into actionable design enhancements to support iterative product development.
- Developed and deployed a responsive portfolio website using HTML, CSS, and JavaScript, incorporating interactive features and accessible design principles.
- Created UML diagrams and system design documents in academic projects to support scalable, collaborative development.
- Maintained and optimized 3D assets using Blender for Unity simulations, improving visual consistency and performance.
- Experienced with Agile environments using Jira, Confluence, SharePoint, and Microsoft Teams for task tracking and cross-team coordination.
- Strong communicator, confident in presenting design decisions, collaborating with stakeholders, and proposing creative solutions.

Education

Information Technology Innovation and Design Program Co-op

2022 - 2026

Conestoga College, Waterloo, ON

Coursework: User Experience Design, System Analysis & Design, Software Quality and Usability, Java Web Technologies, Programming Concepts, Programming Mobile Applications

Experience

UX/UI Designer and Software Developer, Centre for Virtual Reality and Innovation

2024 – present

Waterloo, ON

- Designed and implemented responsive, modular UI systems in Unity and Figma for desktop and VR simulations, applying AODA and UDL principles to improve accessibility and learner engagement.
- Conducted usability testing sessions and integrated feedback into navigation and interface flows, enhancing clarity and overall user experience.
- Created internal documentation for design systems and interaction logic to support cross-team collaboration and onboarding.
- Collaborated with developers and 3D artists to align UI designs with technical specifications and visual direction.
- Maintained project documentation and visual assets using SharePoint and supported Agile sprint planning using Jira and Confluence.
- Contributed to design audits to ensure consistency across visual systems and adherence to accessibility standards.

3D Scanning and Photogrammetry Specialist, Centre for Virtual Reality and Innovation 2024 – present
Waterloo, ON

- Captured and processed 3D scan data using high-resolution camera equipment and two distinct 3D scanners to create more than 20 3D models for use in educational Virtual Reality simulations.
- Utilized Agisoft Metashape for photogrammetry workflows, and Blender for model cleanup and optimization, achieving an average 98% triangle count reduction to significantly reduce load times and improve performance for end users in learning simulations.

Design Lead – Event Branding, Centre for Virtual Reality and Innovation 2024 – present
Waterloo, ON

- Designed and created official promotional graphics, including the event poster, masthead, and other media assets for 2024 and 2025 Indie Game Jams using Adobe Illustrator.

Co-Founder, Creative Director and Designer, The Rocky Dock 2019 – 2020
Honey Harbour, ON

- Led brand development and product design for a small lifestyle brand, creating original artwork and managing visual identity across merchandise and online.
- Conducted competitor analysis and market research to develop a unique brand identity that connected with local culture and customers.

Project Work

Portfolio Website - [Portfolio via GitHub Pages](#)

- Designed and developed a responsive portfolio website using HTML, CSS, and JavaScript, showcasing projects, resumes, skills and interactive UI elements.
- Managed deployment and version control using Git and GitHub Pages, with features like dark/light mode toggles, scroll animations, and resume preview frames.

Game Development – “Football Endless Kicker”

- Developed a physics-based football kicking game in Unity, handling object physics, trajectory controls, and UI components.
- Designed user feedback systems and debug tools in Unity, including a power meter to visualize kick strength and streamline gameplay testing and iteration.

Skills

Design & Prototyping: Figma, Adobe Illustrator, Photoshop, InDesign

Front-End: HTML, CSS, JavaScript

Tools & Platforms: GitHub, Unity, Blender, SharePoint, Jira, Confluence, SourceTree, Bitbucket, Microsoft Office

UX Research & Strategy: Usability Testing, Accessibility, Design Thinking, Wireframing, User Flows, Storyboarding

Soft Skills: Clear Communication, Team Collaboration, Initiative, Problem-Solving, Adaptability, Detail-Oriented