

## **UX / UI DESIGNER** at DESIGNATION in 2015 (Present)

- Responsible for creating innovative and interactive concepts to solve user centered problems
- Created personas, task flows, user journey maps, annotated wireframes and prototypes to develop and explain UX strategies
- Designed intuitive interfaces for both web and mobile platforms

## **QUALITY ASSURANCE** at Deep Silver Volition, 2014

- Identified critical flaws in the software performance that hinders the end user's experience
- Documented defects in a bug database and effectively communicate how to reproduce issues to developers in a company of more than 200 employees
- Detected and reported art imperfections such as alpha sorting, stretched textures, draw distance, and clipping

## **DIGITAL SIGNAGE CONTENT MANAGER** at ATLAS, 2013

- Developed creative digital sign layouts and learned to implement new live data features and interactivity
- Scheduled meetings with clients and discussed desired content and goals for their signs
- Documented tasks on how to use Four Winds Interactive so that new employees have a reference on how to work the program

## **FREELANCE - MOBILE APP DESIGNER** at NKS, 2012

- Designed the company's first mobile app to calculate stainless steel coil dimensions
- Self taught MobiOne app development software and programmed custom needs with JavaScript
- Tested app for correct functionality and design on both Android and iPhone

## **EDUCATION**

University of Illinois at  
Urbana-Champaign,  
2009-2014

B.A. in International Studies (Focus  
in Technology)  
Minor in Informatics

Konan University, Japan  
2012-2013

Intensive Language Program  
Study Abroad

## **TOOLS**

Adobe Illustrator CC  
Adobe Photoshop CC  
Axure RP  
InVision  
Pop  
JavaScript  
jQuery  
HTML  
CSS  
3DS Max

## **SKILLS**

User Experience  
Interaction Design  
User Interface Design  
Game Design  
Problem Solving  
Computer Coding  
Prototyping  
Research  
Agile Methodology  
Quality Assurance  
Teamwork