

EMILIE DURAN

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EDUCATION

University of Miami

B.S.C. in Interactive Media, Minor in Game Design

Coral Gables, FL

May 2022

Relevant Courses: Game Design, Creative Code, Augmented Reality, Designing Playful Experiences and Games for Impact, Interaction Design, Game Development

EXPERIENCE

Paid Projects

HoloBurger Game, Designer and Developer

November 2021 – Present

- Implemented Microsoft's existing assets and style guide for the interface
- Programmed interactions and 3D printed object tracking for the HoloLens 2
- Deployed builds to HoloLens 2 using Unity, Vuforia Engine, and Visual Code Studio

XR 2022: Smart Assistant App, UI/UX Designer

October 2021 – Present

- Established the usability standards for the Smart Assistant app
- Created assets for the app using Photoshop, Illustrator, and Figma
- Produced a style guide, wireframes, and a high-fidelity prototype using Figma

Job

NERDLab, Designer

March 2020 – Present

Answer Campus

- Developed several wireframes and working prototypes using Figma
- Shaped the user interface, gameplay mechanics, and levels for Answer Campus
- Collaborated with a team to create and implement game design documents

Roadmap to Opportunity

- Researched common myths to educate student immigrants during gameplay
- Built an immigrant student-centric game economy with the team
- Prototyped two trial levels using a visual game engine

SKILLS

- **Software:** Unity Engine, RPG Maker MV, GameSalad, Twine, p5.js, VSCode, Github, Vuforia Engine, Figma, Adobe XD, Illustrator, Photoshop, Microsoft Suite
- **Coding Languages:** C#, HTML/CSS (Intermediate), JavaScript, Java, Python (Beginner)
- **Languages:** English (native proficiency), Spanish (native proficiency)