

EMILIE DURAN

duranemilie@hotmail.com | emilieduran.com | emuser1#8980

EDUCATION

University of Miami

Coral Gables, FL

Bachelor of Science in Interactive Media
Minor in Game Design

Relevant Courses

- Intro Game Design
- Designing Playful Experiences
- Creative Code
- Interaction Design I & II
- Augmented Reality
- Designing Games for Impact

EXPERIENCE

Paid Projects

HoloBurger

November 2021 – Present

Designer and Developer

- 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

October 2021 – Present

UI/UX Designer

- Researched 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

March 2020 – Present

Designer

- Developed prototypes for two social impact games on GameSalad and Figma
- Designed the user interface, interactions, and levels for Answer Campus
- Wrote and followed a game design document with the design team

SKILLS

- **Operating Systems:** Windows, MacOS
- **Software:** Unity Engine, RPG Maker MV, GameSalad, Twine, p5.js, Visual Studio Code, Github, Vuforia Engine, Adobe Illustrator, Photoshop, InDesign, OnShape
- **Computer Languages:** C# (Intermediate), HTML/CSS (Intermediate), JavaScript (Beginner), Java (Beginner), Python, Dart
- **Languages:** English (native proficiency), Spanish (native proficiency)