Kate von Houck
UX/UI Designer

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SKILLS

Software

Sketch

Figma

Invision

Adobe Photoshop

Adobe Indesign

Adobe Illustrator

Adobe After Effects

Adobe Premiere

HTML/CSS

Java Script

Design

Storyboarding

Persona

Wireframing

Prototyping

Research

User Interviews

Usability Testing

Competitive Analysis

Languages

English

Russian

Chinese

Personal

Creativity

Organization

Team Player

Commitment

OBJECTIVE

Hey, Kate here. I have experience working in the software and video game industries. I'm passionate about research, user testing, and user-centric design for websites and mobile apps. I am focused on making great looking and fluid interfaces that feel natural and obvious to use. Check out my portfolio to see the projects I have completed recently.

WORK EXPERIENCE

Istrolid 2 computer game / Freelance UX/UI Designer

San Francisco, CA | May 2018 – March 2019

- visual design for game interfaces
- experience design for the main menu and widgets
- hierarchy of game screens

Waterpark / Freelance Visual Designer

San Francisco, CA | August 2018 – August 2018

- logo design & icon design

Gravitational Inc / UX Consultant

Oakland, CA | October 2017 – April 2018

Primary designer at Gravitational Inc:

- UX/UI design for open source documentation site
- company logo and product logos
- visual design language with a full icon set
- unified navigation system
- technical and marketing diagrams

EDUCATION

Academy of Art University

Bachelor of Web Design & New Media

San Francisco, CA | January 2014 – May 2017

City College of San Francisco, San Francisco, CA

General Education in Business

San Francisco, CA | January 2011 – May 2014

Bellevue College

Certificate in English Program

Bellevue, WA | January 2010 – June 2011

Altai State University

Associate of Asian Studies

Barnaul, Russia | September 2007 – May 2009