



Lora Galoyan

UX/UI Designer | Full-Stack Engineer | Visual Designer

loragaloyan.com
lkgaloyan@gmail.com

EDUCATION

M.A. Development & UX/UI Design

Academy of Art University
2020-2022

B.S. Economics

University of California, San Diego
2014-2018

SKILLS

I am extremely communicative and enjoy the brainstorming process. I can create wireframes at all levels of fidelity, develop visual and prototype design, and conduct robust user testing & interface design iterations. I have experience working with developers as well as full-stack experience working with teams in version control systems like Github.

Design & Software Skills:

- Adobe Illustrator
- Adobe Photoshop
- Adobe InDesign
- Adobe XD
- Figma
- Adobe After Effects
- Premiere Pro
- Blender (3D Modeling)
- Graphic Design
- User Experience Design & Research

Development Skills:

- Frontend & Backend Dev
- React.js
- Python
- MongoDB
- JavaScript
- C# (Unity Game Development)
- Flutter
- React
- HTML & CSS
- MySQL

CERTIFICATIONS

Complete C# Unity Game Developer 3D
GameDev 2022

EXPERIENCE

Freelance UX/UI Designer & Full-Stack Developer

May 2022 - Present

I am a freelance UX/UI / visual designer and developer with a degree in Interaction & UX/UI Design and certifications in building desktop/mobile games in Unity and web development. I've been implementing my visual designs in 3D-modeling software (when applicable) and code (Flutter, React, C#) and utilizing the full Adobe client (Illustrator, Photoshop, InDesign, After Effects, Premiere Pro).

PROJECTS

Sidha Maha "Sadhan" Meditation App *Frontend Development (Flutter) • UX/UI*

Over the course of this contract, I coded the first version of the application, translated brainstorming concepts into UI design that optimized user experience, and created digital wireframes that defined the relationships between its artistic and functional components. I also created the app's visual design by developing various creative directions to choose from, featuring variations of photography-based design, original vector art, and a combination of both. I then coded and prototyped for mobile, tablet, and web-based devices (Flutter).

"Azure" Terrarium Product Website *Full-Stack Development (React) • Visual Design*

A product website I designed & coded in React using HTML, CSS, JavaScript.

Portfolio *Frontend Development (React) • Visual Design • Branding*

I designed my portfolio and coded in React using HTML, CSS, JavaScript.

"BookVerse" Book-searching App *UX/UI • Visual Design*

A book searching/social media hybrid I conceptualized, researched, and designed. The UX/UI development of this app featured robust user testing & prototyping, competitive analysis, persona creation, and wireframing.

"Bestiary" Game Design *UX/UI • Visual Design • Game Design*

An interactive database conceptualized, researched, and designed to be a component of a mobile fantasy game.

"VACA" Travel Mobile & Desktop App *UX/UI • Visual Design*

A travel-tracking and creation app I conceptualized and designed for mobile and desktop, featuring budgets, daily schedules, and weather forecasts.

"Project Gaia" Interactivity Tool *UX/UI • Visual Design*

An informational & interactivity tool I designed to educate on the three pillars of sustainability.

Moraga Country Club Rebranding *Visual Design • Branding*

A case study project featuring a complete brand reconstruction of logos, online & social media presence, letterhead, and advertising.

UNITY GAME / 3D MODELING PROJECTS

Obstacle Course *C# • 3D Unity Game Design & Programming*

Volcano Rocket *C# • 3D Unity Game Design & Programming*

Realm Rush *C# • 3D Unity Game Design & Programming*

Creepy Hallway *Blender • 3D Modeling*

Castle in the Woods *Blender • 3D Modeling*



More at my portfolio site: <http://loragaloyan.com>