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.

UX/UI & Design Skills:
· Robust research interviews, testing & iteration
· Prototyping (via code, XD, Figma)
· Wireframing
· Public speaking/presentation (PowerPoint)
· Graphic design
· Critical/analytical thinking

Software Skills:
· Adobe (Illustrator, Photoshop, InDesign, XD, After Effects)
· Figma
· Premiere Pro
· Blender (3D Modeling)
· Graphic Design

Coding Skills:
· Frontend & Backend Dev
· React.js
· Python
· MongoDB
· JavaScript
· C# (Unity Game Development)
· Flutter
· 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 brain-storming 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 *UXUI · 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*