Lora Galoyan

UX Designer | Visual Designer | Developer

loragaloyan.com
lkgaloyan@gmail.com

Profile

My point of view on UX design and values:

Patience and precision is the key to quality assurance, and I believe any design process must be approached with empathy, mindful deliberation, and always in the pursuit of depth and innovation.

I value personal growth and problem solving, and I thrive in settings that challenge and help me grow by leaning into feedback and teamwork.

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:
· Illustrator
· Photoshop
· InDesign
· Adobe XD
· Figma
· Adobe After Effects
· Premiere Pro
· Blender (3D Modeling)

Coding Skills:
· React.js
· JavaScript
· C# (Unity Game Development)
· Flutter
· React
· HTML & CSS

Education

M.A. Interaction & UX/UI Design

Academy of Art University, San Francisco
2020-2022

B.S. Economics

University of California, San Diego
2014-2018

Experience

UX/UI Design Lead

Sidha Maha "Sadhan" Meditation Application
May 2022 - July 2022

Over the course of this contract, I translated brainstorming concepts into UI design that optimized user experience, then created digital wireframes that defined the relationships between its artistic and functional components. While establishing the UI, 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.

Certifications

Complete C# Unity Game Developer 3D Online Course
GameDev 2022