



# Lora Galoyan

UX Designer | Visual Designer | Developer

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## EDUCATION

### M.A. Interaction & 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:

- 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

## CERTIFICATIONS

*Complete C# Unity Game  
Developer 3D  
GameDev 2022*

## EXPERIENCE

### Freelance UX/UI Designer & Product Engineer

*July 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 Application *UX Research & Design • Visual Design*

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. 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).

### "BookVerse" Book-searching Application *UX Research & Design • 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 Research & Design • Visual Design • Game Design*

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

### "VACA" Travel App *UX Research & Design • Visual Design*

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

### "Project Gaia" Interactivity Tool *Visual Design • Interaction Design*

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

### "Azure" Terrarium Product Website *Visual Design • Web Development (React)*

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

### Portfolio *Visual Design • Web Development (React)*

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

### 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.



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