

KINDRA LINGENFELTER



UI/UX DESIGNER

PERSONAL PROFILE


I am a UI/UX designer with a background in programming. I specialize in games and enjoy solving the problem of onboarding new players while pleasing veteran gamers. I am also interested in learning more about accessibility.

AWARDS & ACHIEVEMENTS

Education at Work

- Commitment to Excellence Award

EXPERIENCE

 **Nyaa-kuza!!!** | Unity | Producer, UI/UX Designer

Released Apr. 2021

- Collaborated with UI artists and engineers to create cohesive UI
- Iterated on UX design based on player feedback
- Ensured team velocity and reaching deadlines by translating goals into plans
- Maintained team morale and energy by fostering an environment of respect

 **OCTA Journals site redesign** | Adobe XD | UI/UX Designer


June 2021

- Empathized with stakeholders, users, and potential users by conducting interviews
- Used card sorting to create a sitemap and user flow
- Iterated on prototypes and style guide through user testing

 **Letters Home** | Unity | Producer, UI/UX Designer

Released Nov. 2020

- Created UI prototype and explored branding through color, layout, and typography
- Visualized user flow
- Conceptualized UI wire frame

 **Trick or Beat** | Unity | Engineer

Released Fall 2018

- Developed NPC architecture
- Programmed script-based UI logic
- Implemented camera logic

EDUCATIONAL HISTORY

University of Utah

BS in Games, Minor in Computer Science, Spring 2021

University of Utah

UX/UI bootcamp, Graduation August 2021

SKILLS AND ABILITIES

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|---------------------|-------------------|
| - Unity | - Public Speaking |
| - Adobe Suite | - Collaborator |
| - C# | - Natural Leader |
| - C++ | - Quick Learner |
| - Agile Development | - Insightful |
| - Microsoft Office | - Dependable |