

KARA LAUMANN

CONTACT



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PORTFOLIO

in/karalaumann



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UX DESIGNER

EDITORS

- Unity3D
- Unreal Engine 4
- Wix Website
- Custom Engines

TOOLS

- Adobe Photoshop
- Adobe XD
- Axure RP
- InVision Studio
- SVN
- Perforce/P4V

DESIGN SKILLS

- Wireframing
- User Experience
- User Testing
- Rapid Prototyping
- Mock-ups
- Documentation
- Persona Creation

LANGUAGES

- C#
- UE4 Blueprints
- C++ (Familiar)

EDUCATION

BACHELOR OF ARTS IN GAME DESIGN

April 2020

DigiPen Institute of Technology

- Focusing on Rapid Prototyping, UI Design, UX Design, User Testing, and Documentation

ACADEMIC PROJECTS

UX DEVELOPER

Sept. 2019 – April 2020

Once Upon a Flame | 2D Puzzle Platformer

5 person team | Unity3D

- Developed a unique main menu, journal menu, and pause menu in Unity3D to fit the game theme
- Created feedback for all events utilizing VFX, HUD, and SFX to mitigate player confusion
- Improved feedback, player controller, and camera controller based on playtest data

UX DESIGNER

Oct. 2019

Minecraft Inventory Redesign

Solo | Adobe XD

- Researched Minecraft inventory mods to pinpoint the current issues of the inventory system
- Created various wireframes of the redesign in Adobe XD to solve the noted issues
- Tested wireframes and improved the designs based on user feedback

SOLO DEVELOPER

Jan. 2019 – June 2019

Hat Attack | 3D Multiplayer Brawler

Solo | Unity3D

- Designed and implemented all UI for a cohesive multiplayer experience
- Developed gameplay including 7 unique abilities in Unity3D
- Implemented various sound and visual effects in Unity3D to create a fun and replayable experience

UI/UX DESIGNER

Jan. 2019 – May 2019

Night Heist | Multiplayer Networked Action Game

22 person team | UE4

- Wireframed 2 HUDs using Axure RP for an immersive user experience
- Mocked up 15+ ability icons to best inform the player of what their actions are
- Implemented feedback on the HUD to improve user experience
- Worked closely with artists to create assets for menus and HUDs

PROFESSIONAL EXPERIENCE

TEACHING ASSISTANT

Sept. 2017 – Present

DigiPen Institute of Technology

- Examined student projects with a focused feedback on User Experience and UI
- Reviewed projects while providing constructive feedback for students to improve upon
- Furthered student understanding of topics covered in class via office hours
- Assisted Professors by grading projects and weekly assignments

