KARA LAUMANN
UX DESIGNER

CONTACT

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PORTFOLIO

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EDITORS
- Unity3D
- Unreal Engine 4
- Custom Engines

TOOLS
- Adobe Photoshop
- Adobe XD
- Axure RP
- InVision Studio
- Figma
- 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 — *Minor in Art*
- Focusing on Rapid Prototyping, UI Design, UX Design, User Testing, and Documentation

ACADEMIC PROJECTS

TECHNICAL UX DESIGNER
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 to fit design goals
- Scripted and designed feedback for all gameplay events utilizing VFX, HUD, and SFX
- Improved UI feedback based on testing data to resolve user confusion

UX DESIGNER
Oct. 2019
Minecraft Inventory Redesign — *Solo | Adobe XD*
- Researched Minecraft inventory mods to pinpoint current issues of the inventory system
- Created various mockups of the redesign in Adobe XD to solve the noted issues
- Pivoted design based on stakeholder's new required feature

SOLO DEVELOPER
Jan. 2019 – June 2019
Hat Attack | 3D Multiplayer Brawler — *Solo | Unity3D*
- Designed and implemented all UI for a cohesive multiplayer experience
- Wireframed HUD layouts in Adobe XD to be intuitive for up to 4 separate players
- Met weekly with stakeholder to discuss features and changes made on their request

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
- Collaborated with artists to create assets for menus and HUDs

PROFESSIONAL EXPERIENCE

TEACHING ASSISTANT
Sept. 2017 – April 2020
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