

### SKILLS

ADOB PHOTOSHOP  
ADOB ILLUSTRATOR  
ADOB AFTER EFFECTS  
ADOB PREMIERE PRO  
UNREAL 4/5(UMG)  
BLENDER  
FIGMA

CONFLUENCE  
MIRO  
JIRA

### EXPERIENCE

#### UI/UX + UI ARTIST

- + Develop user flows, annotated wireframes, and in-game prototypes
- + UI animation (UMG)
- + Working with player data and stakeholders to identify needs
- + Provide work pipeline for team members to follow
- + Creating an interactive and enjoyable user experience
- + Help adapt and refine game system interactions and presentation so that they are intuitive, enjoyable, polished, and conform to design standards
- + Work with directors, artists, and sound designers to ensure that tutorials, user interfaces, celebrations, maps, quest systems, and other player-facing features all feel great, communicate what they need to, and support product goals like engagement and retention
- + Leverage playtesting to make continuous game UX improvements
- + Creating UI assets from scratch to polish
- + Use UE(4/5)/UMG to implement UI assets
- + Creating assets/assisting/directing marketing
- + Lead developers in order to achieve desired outcomes
- + Analyzing and converting play test data to design that increases player retention

### EDUCATION

#### CONCEPT DESIGN ACADEMY      DESIGNING

+ Character Concept Design

#### SIMON FRASER UNIVERSITY      UNDERGRADUATE

+ Bachelor of Arts in "Interactive Arts and Technology" / Psychology Minor

### SUMMARY

#### EXPERT/LEAD UI ARTIST      2K Sports Lab

- + Unannounced Title (2K / Apr 2025 - present)
- + Star Wars (Bit Reactor/Apr 2024 - Apr 2025)
- + Unannounced Titles (2) (StrayKite Studios/NDA)/Nov 2023- Apr 2024)
- + Islands of Insight (Lunarch Studios/Sep 2022 - Mar 2024)
- + LumaPath (Pain Studies Lab/Jun 2018 - Jul 2020)