

# Katrina King

## User Experience Designer



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## Experience

### UX is Fine | Associate User Experience Designer

May 2021 - Feb 2023, Remote

#### Unannounced multi platform tactical shooter

- Responsible for the end-to-end design of feature delivery on a live product, from goal setting all the way through greyboxing, detailed wires, and documentation for developers.
- Used goals to align stakeholders and keep designs on course across teams in complex, multi-organization, x-disciplinary environments.
- Iterated on designs with UI team members as well as various levels of stakeholders, discussing designs, and implementing feedback to improve solutions.

#### Unannounced Console RPG

- Audited the existing dialogue system and worked with the team to help them understand the incongruence with players
- Redesigned the dialogue system to more accurately serve multiple player types, improve overall usability, and deliver the team's vision for the experience

#### Internal Case Study Development

- Audited games through the lens of player motivations to identify issues and their root causes, and worked with product teams to provide actionable solutions.

### UX is Fine | User Experience Design Intern

January 2021 - May 2021, Remote

#### Avatar: Pandora Rising (Mobile 4x)

- Helped develop and deliver UX principles, providing the team with best practices around topics such as usability, IA, and monetization to help guide the development
- Helped develop an extensive UI component library, including technical and design guidelines, that became a pivotal living doc for engineers and designers and significantly reduced ongoing development costs

### Deep Silver Volition | UI Art Intern

May 2019 - August 2019, Champaign IL

- Worked on Saints Row (2022) mocking up, designing, and implementing UI elements.
- Created motion graphics to demonstrate how UI elements should function.
- Worked with team lead, artists, and UI programmers to complete work.

## Skills

Wireframing  
Prototyping  
Visual Design  
User Research  
Usability Testing  
UI Design  
Motion Graphics

## Tools

Figma  
Adobe Suite  
Photoshop  
Illustrator  
XD  
InDesign  
After Effects  
Sketch  
Miro

## Education

### Bradley University

Peoria, IL | Aug 2017 - May 2021

Bachelor of Science  
**User Experience Design**

Minor  
**Graphic Design**