

Katrina King

User Experience Designer



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Work Experience

UX is Fine | UX Designer

Sept 2023 - Present, Remote

In my work as a UX designer at UX is Fine, I am responsible for designing critical features across multiple games, interfacing with clients, and leading associate designers. I work independently and within teams to identify pain points, design solutions, and present them to stakeholders. I have experience working with clients ranging in size from AAA to indie and across multiple genres.

- Audited games through the lens of player motivations to identify issues and their root causes, and worked with product teams to provide in-scope actionable solutions.
- Redesigned features on an upcoming turn-based strategy game, including quest delivery, character selection, and communication patterns, and improved player enjoyment and understanding based on user testing.
- Communicated and worked in collaboration with UI Artists and Engineers. Handed off detailed documentation to facilitate implementing features.

UX is Fine | Associate UX Designer

May 2021 - Feb 2023, Remote

As an associate designer, my job was to improve the UX of clients' games through a deep understanding of the player base and the motivations of the users. By working to find common ground between stakeholder goals and players' needs, I was able to design features that increased both revenue and player retention.

- Worked on multiple game genres and platforms, including a cross-platform live service FPS, PC 4X title, console RPG title, and a free-to-play mobile title.
- Responsible for core feature delivery, starting from goal setting, creating personas, and experience maps, and ending with greyboxing, wireframing, and detailed prototypes.
- Used established goals to align stakeholders and keep designs on course across teams in complex, multi-organization, x-disciplinary environments.

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
User Tests
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