

Katrina King

UX Designer



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KatDoesUX

Work Experience

Niantic, Inc. | UX Designer

Feb 2025 - Present, Remote

At Niantic, I design engaging and intuitive experiences for Pokémon GO players. I take product and experiential goals from stakeholders and transform them into actionable design solutions.

- Create functional UX products, such as competitive analysis and user stories, to effectively communicate goals and needs to stakeholders and other disciplines.
- Identify pain points throughout the game and work to address them by designing solutions that promote usability and player engagement.
- Develop mockups, wireframes, prototypes, and detailed design documentation to clearly communicate interaction flows and design concepts for stakeholders

UX is Fine | UX Designer

Sept 2023 - April 2024, Remote

At UX is Fine I was responsible for designing critical features across multiple games. I worked independently and within teams to understand competitors, identify pain points, design solutions, and present 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 the root causes. Worked with product teams to provide in-scope innovative solutions.
- Redesigned core features on the upcoming turn-based strategy game Ara: History Untold, including quest delivery, character selection, and communication patterns, improving player retention and understanding.
- Communicated and worked in collaboration with UI Artists and Engineers. Handed off detailed documentation to facilitate implementing features quickly.

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 the mobile version of cross-platform live service FPS Valorant, a PC 4X title, a console RPG title, and a free-to-play mobile title.
- Responsible for core features from beginning to end. Utilized goal setting, creating personas, and experience maps to produce greyboxes, wireframes, and detailed prototypes.
- Used established goals to align stakeholders and keep designs on course across teams in complex, multi-organization, x-disciplinary environments.

Skills

Wireframing
Prototyping
Visual Design
Interaction 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