

CONTACT




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KARA LAUMANN

UX DESIGNER

PORTFOLIO

in/karalaumann 
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EDITORS

Unity3D, Unreal Engine, Custom Engines

SOFTWARE

Adobe Photoshop, Adobe Illustrator, Adobe XD, Figma, Perforce/P4V, Jira, Confluence

LANGUAGES

C#, Unreal Blueprints, C++ (*Familiar*), Lua (*Familiar*)

SKILLS

Wireframing, User Testing, Rapid Prototyping, Interactive Flows, Documentation, Persona Creation

PROFESSIONAL EXPERIENCE

UX DESIGNER

Nov. 2021 – Present

ZeniMax Online Studio

- Maintained UX Design Documentation for feature designs across the project
- Created wireframe flows in Adobe XD and iterated based on Stakeholder Feedback
- Prototyped UI and Systems in UE4 to demonstrate proof of concepts
- Lead an effort to swap all UX Flows into Figma and maintained a Component Library
- Generated tasks and AC for myself and an Associate Designer while providing constructive feedback in a mentoring position
- Communicated with production and design leads to identify UX Dependencies
- Created expandable Widgets and Systems in UE4 to allow for future functionality

ASSOCIATE UX DESIGNER

Nov. 2020 – Nov. 2021

ZeniMax Online Studio

- Collaborated with various disciplines to create consistent UX Design Documentation for feature designs
- Created wireframe flows in Adobe XD and iterated based on Stakeholder Feedback
- Updated outdated UX Flows with new information and maintained a wireframe library
- Created Process Flows and wireframes to communicate interactions
- Implemented screens and widgets in UE4 to demonstrate proof of concepts

EDUCATION

BACHELOR OF ARTS IN GAME DESIGN

DigiPen Institute of Technology

April 2020

Minor in Art

