Kathryn-Mae Eiland, UX Designer

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EDUCATION

Master of Entertainment Technology, Specialization in Game Design, UI & Production, Expected May 2021
Entertainment Technology Center - Carnegie Mellon University (CMU) - Pittsburgh, PA

Bachelor of Individualized Study, Specialization in Web Design, Graphic Art & Business, December 2016
New Mexico State University-Main Campus (NMSU) - Las Cruces, NM

WORK EXPERIENCE

Intern, Experience Designer / Product Manager, Summer 2020
CMU - Remote
- Unreleased Project - Federal government sponsored, nation-wide cybersecurity education project
- Collaborated with 2 additional experience designers to keep the product vision cohesive
- Created user flow diagrams, wireframes, and interactive mockups to pitch concepts
- Worked with cross-departmental team members to communicate the vision for the product
- Solved UI implementation challenges by altering or removing UI features

Graphic Designer Associate, Ed Tech Game and Animation Studio, November 2017 to September 2019
Innovative Media Research and Extension - NMSU - Las Cruces, NM
- Worked with design lead to develop innovative, while accessible, UI for a digital game
- Debugged HTML5 browser-based games and interactives
- Optimized 2D assets and PDFs to save space
- Assisted with user testing of our target audience to observe and interpret their experience
- Developed localization compatible UI elements to mitigate issues with translation to Spanish text
- Worked with cross-departmental team members to solve UI challenges

ACADEMIC PROJECT

UX Designer / Co-Producer, Allyship when Networking Workshop, January 2020 to May 2020
CMU - Pittsburgh, PA & Remote
- Collaborated often with teammates to ensure nuances in the UI design were understood
- Edited final 2D production assets by using and repurposing source files that had been rasterized
- Utilized great communication skills to facilitate a workshop over Zoom with 8 participants

SKILLS

Design Skills
- User Interface (UI)
- Wireframing
- Accessibility Standards
- Illustration
- User Experience (UX)
- 2D Animation
- Agile & Scrum

Programming Languages
- JavaScript
- HTML5
- JavaScript
- CSS3
- CSS Frameworks (ie. Bootstrap & W3 Schools)

Software
- Adobe Creative Suite
- Google Suite
- Microsoft Suite
- Trello
- Jira