Katherine Wang UI/UX Designer

katwangart.com | katqwang@gmail.com | (408) 375-4287

Education

RHODE ISLAND SCHOOL OF DESIGN
GRADUATION JUNE 2019

BFA - Illustration
Minor - Mind, Brain, and Behavior

BROWN UNIVERSITY

VR Design in Science
Introduction to Music Theory

Skills

TOOLS

Photoshop   Unity
Illustrator   Unreal
After Effects   Blender
Adobe XD
Figma

GRAPHICS

Illustration   UI/UX
Graphic Design   Sequential Art
Motion Graphics
Trad. Medium

SOFT

Highly Flexible   Collaborative
Open to Critique   Self-Directed
Explorative   Agile

LANGUAGES

Intermediate Mandarin

Experience

UI/UX DESIGNER | Squanch Games
NOV 2021 - APR 2024 | REMOTE

- Published sci-fi, FPS, comedy game for Xbox, Playstation, and Steam Deck while meeting platform certification requirements
- Wireframed, mocked-up, and implemented UI and shaders in UE4's UMG, Material Editor, and Blueprint System
- Communicated with art director and design director on UI/UX visuals and flow

UI/UX DESIGNER | Filament Games
NOV 2019 - NOV 2021 | MADISON, WI

- Lead UI/UX role for 3+ shipped educational games for mobile and PC, worked on 4+ more
- Created wireframes, storyboards, and finished assets from project kick-off to release
- Implemented UI, animations, & VFX in Unity
- Collaborated with programmers, artists, QA, and producers on small, self directed teams
- Briefed clients and stakeholders on project visual direction and user experience

FREELANCE ARTIST
AUG 2013 - CURRENT | REMOTE

- Took commissions for illustrations, video games, apparel design, and board game projects

MEDIA INTERN | Montalvo Arts Center
AUG 2019 - OCT 2019 | SARATOGA, CA

- Curated 30,000+ photographs in Lightroom for Lucas Artist Residency Program book project
- Redesigned and rewrote technical documentation for easier legibility and implementation
- Assisted project lead in file management and administrative duties