

katharine marsh

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PROFILE

- Experienced** • Five years of UX & UI design experience
- Committed** • Passionate about creating and improving projects
- Qualified** • Background in graphic design and user interface
- Adaptable** • Capable and willing to learn new skills for projects

EDUCATION

Masters of Fine Arts • EAE

Emphasis in Game Art
University of Utah, 2016

Bachelor of Fine Arts • Illustration

Minor • Creative Writing
California State University Long Beach, 2013

PROGRAMS

Adobe Illustrator Adobe Photoshop Adobe InDesign

SKILLS

Cohesive design between platforms
iOS and Android design experience
Responsive web design
Vector art
Wireframes
Callout documents

Understanding of CSS, HTML5, JavaScript
Responsive to feedback
Fast design iteration
Comfortable with deadlines
Able to multitask
Able to collaborate on projects

EXPERIENCE

Equipit • Salt Lake City, UT

Sept 2016 - Present • Lead UX/UI Designer

- Designing UX to simplify a unique and complex system
- Planning the framework, UX and UI for custom IP
- Creating a cohesive, responsive UI design between web, mobile, and app
- Ability to pivot design as features and functionality change
- Conducting user testing to assess improvements to the site
- Overseeing a small team of engineers to ensure designs are executed correctly

The GApp Lab • University of Utah - Salt Lake City, UT

Aug 2014 - July 2016 • UX/UI Designer, Graphic Designer - Graduate Assistant

- Designed and created medical and education based games and applications
- Worked intimately with clients to cater to their needs and specifications
- Created award-winning applications

Darkforge Entertainment • Costa Mesa, CA

July 2013 - June 2014 • Head Writer

- Character and story development for the video game Nekro
- Worked with a writing partner to create a unique universe with original lore
- Wrote the main storyline as well as holiday content

Sign Specialist Corporation • Santa Ana, CA

Jan 2011 - Feb 2012 • Graphic Designer, Layout Artist

- Designed indoor and outdoor signs for large corporations and office buildings
- Worked with small family-owned establishments who wanted more personable products
- Provided clients with a variety of designs to assist them in making informed decisions