# Marina Martin

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## Education

### Simon Fraser University
*Graduated Dec 2021*

Bachelor of Arts in Interactive Arts & Technology and Education

- Dean's List Honor Roll Spring 2020 & 2021
- Undergraduate Conference Presenter Spring 2021

### Relevant Coursework
Discrete Mathematics
Linear Algebra
Data Science
Data Structures & Algorithms
Graphic Design
Information Design
Interface Design
Web Design & Development
Speculative Design
Design Evaluation
Game Design
Interaction Design

## Skills

### Design Tools
Figma
Sketch
Framer
Adobe Xd
Adobe Illustrator
Adobe Photoshop
Adobe InDesign
Adobe After Effects

### Programming
C
C++
Python
Java
HTML / CSS
JavaScript
NodeJS
SQL
Unity / Unreal Engine 4
Shotgrid
Perforce

## Experience

### UI Artist – Lost Boys Interactive (Gearbox)
*May 2022 – Present*

- Develops UX and UI artifacts including user experience maps, player flows, screens, states, wireframes, animations, UI mockups, iconography while presenting work to non-design audiences and collaborating with engineering, producers, game designers, and fellow UX artists to identify areas of opportunity while also ensuring design solutions are within scope and feasible
- Builds high fidelity interface designs from initial prototypes through final UI implementation using custom game engine to provide seamless handoff to engineering in a fast-paced development cycle in order to ship WWE 2K23, WWE 2K24, and an Unannounced Title

### UX Designer – SAP
*May 2021 – May 2022*

- Develops user journeys, personas, wireframes, visual mockups, and prototypes in an agile environment, collaborating with product managers, engineers, researchers, writers, and cross-functional stakeholders to deliver customer facing features for SAP Analytics Cloud, while presenting design solutions & UX specifications
- Improved usability of design system used by entire organization by restructuring and migrating library from Sketch to Figma, developing new components, creating prototypes, and testing with international teams

### Web Designer/Developer – Fairview Games
*May 2020 – April 2022*

- Creates user flows, wireframes, and user interface mockups using Photoshop, Illustrator, and Figma to design custom cross platform website presence
- Wrote HTML5/CSS3 and Vanilla JavaScript to develop a usable and responsive website within brand guidelines, increasing SEO and improving web performance by 35%

## Technical Projects

### UI/UX Designer – Trail Mix Mobile Application
*Oct 2020 – Dec 2020*

- Created user flows, use cases & personas, wireframes, brand style guides, information architecture, visual design, UI design, interaction design patterns, and conducted user research, user experience interviews, and usability testing, for a senior interface design course in a team of 3, to create a functional prototype and novel iOS UI for mobile platforms which led to 95% overall & was presented at the SFU Undergraduate Conference