CLARKVARNER

UX / UI DESIGNER

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ABOUT ME

I love using rapid prototyping, resourcefulness, and empathy skills to create awesome user experiences. I used these skills to improve the community section in the Bulletforce app which grew from 10 million to 18 million+ downloads after update release.

SKILLS

RESEARCH

Personas
Guerilla User Research
User Workflows
Comparative Assessment

DESIGN

Wireframing
Rapid Prototyping
Sketching
Task Flows

TOOLS

Sketch
Illustrator
Photoshop
HTML, CSS
Javascript

EDUCATION

Utah Valley University

2009-2012
B.S. Digital Media
Major GPA 4.0

EXPERIENCE

UX / Graphic Designer | Blayze Games

2017 - Present

Improved engagement with social media promoters and players through research, wireframes, and UI mockups. Created art assets for BulletForce mobile game, website, social networking account.

- Conducted user research to improve/ build out existing social section.

- Created quick wireframes to identify and resolve user pain points and frustrations within the settings menu.

- Created features to improve in game HUD customization.

eLearning Developer / UI Designer | Solutionreach

2014 - Present

Streamlined internal education/benefits system by implementing online training and website material. Created customer facing video content that promoted best practices for our users. Design modules, art assets, web pages, and video.

- Created visual designs and formatted web page for company wide benefits.

- Designed information architecture for community video production pipeline.

- Conducted surveys and customer research to better understand our learner needs and their time constraints

- Designed templates for online training based off of the aforementioned research and feedback.

Co-Owner / Operator | Skippers Fish n' Chips

2012 - 2014

Created mobile food division of fish n' chips company to bring seafood to remote areas around the country. Created branding and marketing campaigns for said

mobile food division. Turned a profit in first year of operation.

Technical Artist | Freelance

2013 - 2014

Designed and developed various company websites and brands for Franklin Covey, University of Phoenix, and various small businesses.

Creative Director | Rainblade Studios

2012 - 2013

Designed cross-platform multiplayer games to improve viewer engagement with various marketing and promotional materials during athletic events. Gathered user feedback and testing data.