



# Kathryn Valliant

Senior/Lead • UI/UX Designer

## Contact

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XP



### UI/UX Lead

11/2022 ~ 11/2023

As the UX/UI Lead at Haiku, I managed a team of three UI/UX designers collaborating with two developer teams across two projects. Throughout my time there, I collaborated with the Head of Engineering to streamline a (previously disorganized) design, approval, and implementation process, shifting its focus towards user-centric and data-driven principles. One of our significant achievements was merging two distinct Cybersecurity Educational games from three different platforms into a single web-based service, aiming to offer broader accessibility to educators and businesses.



### Director of User Experience

02/2020 ~ 09/2022

As the UX Director at Robin Games I participated in building out the company from day one. I collaborated with key stakeholders (including the CEO, Executive Producer, Visual Design Director, Game Design, Engineering, Product, Data Analysis & QA) to facilitate alignment on design objectives. I validated design choices through data-driven insights and user testing, culminating in the successful launch of PLAYHOUSE: Design Game.



### Lead UI/UX Designer

12/2018 ~ 11/2019

During my tenure as the Lead UI/UX Designer at N3twork I collaborated with a variety of stakeholders and managed UX outsourcing to develop fresh features for Legendary: Game of Heroes. My responsibilities included crafting wireframes, wireflows, mockups, prototypes, icons, and specialized theming tailored for events.



### Lead UI/UX Designer

03/2016 ~ 11/2018

During my role as a UI/UX Lead at Jam City SF, I collaborated with a range of stakeholders, spanning from CEOs to QA testers, crafting user-friendly experiences and fun, on-brand event skinning for Family Guy: Another Freakin' Mobile Game. In addition to supervising two Junior UI Designers and an outsourced UX team across three projects (Family Guy, Juice Jam & Panda Pop), I partnered with the Director of UX to expand the Jam City SF UX/UI Team, including organizing team meetings and events.



### UI/UX Designer

05/2012 ~ 03/2016

As a UI/UX Designer at Storm8 I worked with a variety of stakeholders on more than 8 games to create new features for both new and existing mobile games. I provided wireframes, wireflows, mockups, prototypes, icons, seasonal theming, game reskins and new game skins.

## Skills



### Create & Prototype



Photoshop



Illustrator



Xd



Zeplin



Figma



ProtoPie



Sketch



Principle

### Build



Unity



XCode

## Education



SCAD

Graduated from the Savannah College of Art and Design in 2005 with a Bachelor's Degree in Sequential Art, a Minor in Creative Writing, and a boatload of fond memories.

CNM

Coursework in Adobe Photoshop, Illustrator & Flash in 2006

GA GENERAL ASSEMBLY

Completed the General Assembly User Experience Design course in 2017.