Kathryn Valliant
UI/UX Designer

XP

Jam City – Lead UI/UX Designer (03/2017 ~ Present)
As a lead at Jam City SF, I work with stakeholders (Artists, Game Designers, Producers, Product Managers, Engineers, Executives, User Researchers and QA) to create good user experiences for Family Guy: Another Freakin' Mobile Game, as well as overseeing work on some new features for Juice Jam. I oversee two Junior UI Designers and work with a UX outsourcing agency to provide end-to-end UI for our games, from userflows thru skinning and implimentation. My goal is to work collaboratively and iteratively with my team to provide players with fun, intuitive interactions and engaging features.

Jam City – Senior UI/UX Designer (03/2016 ~ 03/2017)
As a Senior UI/UX Designer at Jam City I worked with stakeholders (Artists, Game Designers, Producers, Product Managers, Engineers, Executives, and User Researchers and QA) to create skinning and good user experiences for Family Guy: Another Freakin' Mobile Game, as well as working on new features for the live game, Juice Jam.

Storm8 – UI/UX Designer (05/2012 ~ 03/2016)
As a UI/UX Designer at Storm8 I worked with a variety of stakeholders 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
Sketch	Photoshop	Illustrator

Prototype
Sketch	Zeplin	Xd
ProtoPie	Principle	InDesign

Build
Unity	Zeplin	XCode

Education

SCAD
Kathryn graduated from the Savannah College of Art and Design with a Bachelor's Degree in Sequential Art, a Minor in Creative Writing, and a boatload of fond memories. *Also student loans ahahahaha...*

CNM
Deciding she just wasn't done with her schooling, Kathryn took courses in Adobe Photoshop, Illustrator, Flash and Dreamweaver.

Contact
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