



# Kathryn Valliant

## Senior/Lead • UI/UX Designer

### Contact

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## XP



### 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 helped to facilitate alignment on design objectives and execution with key stakeholders (CEO, Executive Producer, Visual Design Director, Game Design, Engineering, Product, Data Analysis & QA) and vetted design decisions via data and user testing to successfully launch PLAYHOUSE: Design Game.



### Lead UI/UX Designer

(12/2018 ~ 11/2019)

As a Lead UI/UX Designer at N3twork I worked with a variety of stakeholders and oversaw UX outsourcing to create new features for Legendary: Game of Heroes. I provided wireframes, wireflows, mockups, prototypes, icons & event-specific theming.



### Lead UI/UX Designer

(03/2017 ~ 11/2018)

As a UI/UX Lead at Jam City SF, I continued my previous work on Family Guy: AFMG in addition to overseeing two Junior UI Designers and a UX outsourcing team on three different projects (Family Guy, Juice Jam & Panda Pop). I worked with the Director of UX to build out the Jam City SF UX/UI Team and helped to facilitate meetings and events for the team.

### Senior UI/UX Designer

(03/2016 ~ 03/2017)

As a Senior UI/UX Designer at Jam City I worked with various stakeholders from CEOs to QA testers to create intuitive user experiences for Family Guy: Another Freakin' Mobile Game, facilitating internal playtesting for features and events. Additionally I ensured that the game skins matched the IP and created custom event UI for each new game event.



### 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 & Prototype



Figma



Protopie



Sketch



Principle



Photoshop



Illustrator



Xd



Zeplin

### Build



Unity



XCode

## Education



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. Also student loans ahahahahaha...



Coursework in Adobe Photoshop, Illustrator & Flash in 2006



Completed the General Assembly User Experience Design course in 2017.