Roxana **Rox** Hasanat

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PORTFOLIO

http://www.roxioxx.com/ux-portfolio.html

SUMMARY

4 years in web UX/UI design in creating desktop apps and websites. 1 year of professional experience working at corporations. Solid understanding of design principles.

EXPERIENCE

Epic, Madison, WI USA
UX Designer
July 2015 - May 2016

- Iterated holistically on wireframes, paper prototypes, low and high fidelity mockups for proposed interfaces with developers in order to get feedback from users
- Used working knowledge of HTML / CSS / Javascript to propose feasible and intuitive designs
- Supported first time users of our InPatient software during their first few shifts which led to new ideas on increasing ease of use
- Played critical part in creating company's 2015 Style Guide
- Introduced Lean Design Process to teams that traditionally followed a waterfall, or no design, process in order to reduce wasted development time

General Motors, Warren, MI USA
Advanced UX Concepts Studio Intern
June 2014 - August 2014

- Designed a branding story to fit the experience of a new vehicle
- Based interior sketches off of quick 3D models created with Sculptris
- Illustrated an extensive storyboard of how customer would interact with product to flesh out the most worthy features
- Developed a future vision Automotive concept for the year 2025 with Autodesk Alias and Photoshop

EDUCATION

Lawrence Technological University, Southfield, MI USA
Bachelor of Science in Architecture: Transportation Design
Graduated, May 2015
Industry Sponsored Projects:

- Honda, Concept for a Utility Vehicle - 4th Year
- Chrysler Ram, Concept for an Urban Mobility Vehicle - 3rd Year
- Chevrolet, Concept for 2025 Future Vision - 2nd Year
- Lincoln, Concept for a Luxury C-Class Vehicle for Millennials - 1st Year

PUBLICATIONS

"A Long Journey VN" App Game
Creator, UX/UI + Graphics + Concept Designer, Programmer
September 2013 - Present

- Spearheaded storytelling impact for the user experience of the game's world by creating mood boards, character concept artwork, illustrations, and sprite sheets
- Created designs in many different types of media ranging from hand sketching, to detailed digital paintings with programs like Adobe Photoshop and Manga Studio
- Used iterative design process to create more compelling illustrations/UI/UX for a visual novel game series using Flash Professional (Animate) and ActionScript 3.0
- Deployed App to PC / MAC / Android platforms to test the actual experience of the game

"The Legend of Auferre" Website, thelegendofauferre.com
UX Designer, Illustrator
September 2010 - Present

- Iterated on multiple UX designs for best user retention by monitoring how much certain pages were viewed and learned to increase flow
- Pushed website's story through vector graphics, full blown illustrations, promotional art which were created with Adobe Illustrator, Photoshop, InDesign, and After Effects
- Inserted custom HTML / CSS / Javascript when necessary for to enhance the presentation of a webpage

SKILLS

Basic Skills
Hand Sketching ++++
Digital Painting ++++
Wireframing +++++
Storytelling +++
Paper Prototyping +++++
Digital Prototyping ++++
Team Management ++++

Adobe CC
Photoshop +++++
Illustrator +++++
InDesign +++++
Flash Professional ++++
After Effects +++

Other Software
InVision App ++++
Blender 3D +++
Sculptris ++++
Autodesk 3ds Max ++++
Autodesk Alias ++++

Languages
Actionscript 3.0 ++
HTML / CSS / Javascript +