

LAUREN ENG

Game UX Designer | Multi-Passionate Artist

I'm a creative professional looking to expand my career into video game UX! My goal as a designer is to apply my background in animation and story art to communicate and immerse players in engaging and joyful gameplay.

www.lengart.com/uxdesign

leng@lengart.com

linkedin.com/in/laurenlteng

+1 347-886-8591

SOFTWARE

- Figma
- Photoshop
- Illustrator
- InDesign
- After Effects
- Adobe XD
- Autodesk Maya
- 3DS Max
- Premiere Pro
- Sketchbook Pro
- Procreate
- MS Office

SKILLS

- Prototyping
- Wireframing
- UI Design
- User Research
- User Testing
- User Flows
- Motion Design
- 3D Animation
- Storyboarding
- Sketching
- Illustration
- Video Editing

EDUCATION

School of Visual Arts

2015-2016

MFA in Computer Art

Concentration in 3D Animation

Trinity College

2009-2013

Cum Laude

BA in International Studies
and Studio Arts

WORK EXPERIENCE

ADMINISTRATIVE ASSISTANT

Engum Realty Corp | 2015 - present

- Efficiently managed payroll organization and handled online correspondences for the Executive Manager, ensuring smooth communication between the company, brokers, and tenants.
- Prepared and distributed tenant lease agreements, facilitating timely and accurate contract management.

FREELANCE ARTIST AND DESIGNER

Self-Employed | 2021 - Present

Examples of my freelance projects included the following:

- Developed a user-friendly website prototype for a local noodle manufacturer, optimizing customer engagement in a post-pandemic environment.
- Crafted visually appealing and high-quality designs for menus, wedding invitations, and save-the-dates, tailoring each project to client specifications.

ARTIST'S ASSISTANT

Jess Johnson and Simon Ward | 2017 - 2020

- Assisted in animating Johnson and Ward's 3D characters for their *Terminus* VR experience by blocking out poses and performing animation cleanup.
- Converted Johnson's hand-drawn designs into stock footage for 3D texturing in Unity, enhancing visual elements.
- Set up and troubleshoot Oculus equipment and computers for *Terminus*'s permanent installation at Facebook NY's headquarters, ensuring seamless operation and visitor experience.

COURSES AND CERTIFICATIONS

ELVTR: UX/UI FOR GAMING & ADVANCED UX/UI FOR GAMING

2023 - 2024

Completed received certifications for both introductory and advanced UX for Gaming courses. Topics included video game principles, visual design for video game HUDs, wireframing, prototyping, and user research. Both courses built on my existing UX skills to craft intuitive and engaging video game experiences.

DESIGNLAB: UX ACADEMY

2020 - 2021

Enrolled in Designlab's year-long online UX bootcamp and mentorship program. In the program, I was introduced to the UX Design pipeline, responsive design, and overall basic UX and UI principles.

PACE UNIVERSITY: DUAL CERTIFICATE IN WEB AND GRAPHIC DESIGN

2018-2019

Received Advanced Dual Certification in Graphic Design using the Adobe Creative Suite and Web Design using Adobe XD.