KAROLIN CLYDE
Senior UX/UI Designer

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Work Experience:

Unannounced Game Studio : 2/2025 – 11/2025
(Unannounced PC Title)

Senior UX/UI Designer II

• Sole UX/UI designer responsible for improving the game's overall user experience, interface design, and interaction flow.
• Collaborated closely with the Founder, Art Director, and Designers to refine UX direction, align UI systems with game design goals, and maintain visual consistency.
• Designed detailed wireframes, mockups, and flowcharts in Figma to communicate user journeys and feature logic.
• Created production-ready UI assets in Illustrator and Photoshop, ensuring scalability and polish across multiple systems.
• Implemented and reworked UI widgets in Unreal using UMG, Blueprint, and the studio's proprietary scripting language.
• Developed animated materials for progress bars and interactive panels to enhance user feedback and engagement.
• Partnered with engineers to prototype, debug, and optimize UI logic.

SkyDance Interactive : 04/2020 - 11/2024

Senior UX/UI Designer

UI/UX Strategy and Execution for VR:
• Drove UI/UX development for The Walking Dead: Saints and Sinners, optimizing existing systems in Unreal Engine to create player-friendly, immersive VR experiences.
• Developed new UI features aligned with a user-centered design approach, leveraging player feedback to enhance user flows and HUD interfaces.
• Designed and implemented intuitive, accessible interfaces, utilizing tools like Adobe XD for wireframing and After Effects for high-fidelity prototyping.
• Collaborated closely with the development team to streamline feature integration, balancing technical constraints with engaging design.

Project Lead for Behemoth (VR):
• Spearheaded the UI/UX design for Behemoth, coordinating across departments to deliver a seamless VR experience.
• Developed VR-specific UI solutions that elevated player immersion and accessibility.
• Directed the integration of complex game mechanics, ensuring alignment and cohesion across design, engineering, and art.
• Introduced accessibility features and led critical systems improvements, responding rapidly to player feedback for enhanced gameplay experience.

Freelance/Contractv: 2018 - 2020

UX/UI Designer / Graphic Designer

• Partnered with clients, including Elevate and Moment Games, to deliver tailored UX/UI solutions that increased user engagement and satisfaction.
• Conducted user research to develop flowcharts, personas, and prototypes, ensuring design decisions were informed and aligned with user needs.
• Designed UI elements with a focus on visual coherence and usability, contributing to successful project launches.

Work Experience (cont):

VC Mobile Entertainment : 04/2015 - 11/2017

UX/UI Designer

• Evaluated and redesigned user flows for Creature Quest, using competitive analysis to address UX challenges and enhance player experience on mobile platforms.

• Collaborated with cross-disciplinary teams to deliver design solutions that met both aesthetic and functional requirements.

• Iterated on workflows based on user feedback, ensuring the final product met high standards of usability and engagement.

Earlier Roles (2012 – 2015) — EA, Workshop, Robotoki

• Delivered UI/UX design for mobile and PC titles (Command & Conquer, Armored Warfare, Human Element).

• Focused on player onboarding, UI readability, and feature integration across multiple engines (Scaleform, Unity, Unreal, Cry Engine).

Skills:

- Wireframing
- Prototyping
- Personas
- User Research
- User Flow Diagram
- Experience Map
- Competative Analysis
- 3D interaction design
- VR UX considerations
- immersive user experience
- Color Theory
- Typography

Programing Languages:

- Actionscript/Scaleform
- HTML
- CSS
- Javascript
- jQuery
- Typescript (learning)

Other Languages:

- Farsi
- Assyrian
- Russian

Tools:

- Photoshop
- Illustrator
- InDesign
- Adobe XD
- Figma
- Sketch
- Principle
- UMG
  (Unreal Motion Graphics)
- Unity
- Miro
- Jira
- Confluence

Education:

Art Center College of Design
Advertising Major, Graphic Design Minor

UCLA Extension
Advanced web and interactive certificate program

Awards:

2010 Gold ADDY Award Los Angeles
Competition / Mixed Media Campaign