



**KAROLIN CLYDE**  
Senior UX/UI Designer

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## Work Experience:

**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: 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.

**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.

**Workshop Entertainment: 01/2015 - 04/2015**

UX/UI Designer

- Supported the creation of the PVP mode for Armored Warfare, analyzing competitor games to inform strategic UI design decisions.
- Developed sitemaps and wireframes to guide user flow, working closely with the development team to implement effective solutions.



## Work Experience (cont):

**Robotoki: 06/2014 - 01/2015**

UX/UI Designer

- Contributed to the design of Human Element, researching competitive titles and developing interface layouts that enhanced gameplay.
- Created wireframes and visual styles for various UI components, implementing designs in ActionScript/Scaleform and UMG

**Electronic Arts: 05/2012 - 10/2013**

UI Artist/ Graphic Designer

- Led the UI team for Command & Conquer, delivering high-quality visual designs and innovative UI solutions for in-game and marketing materials.
- Collaborated with cross-functional teams to align UI design with overall game objectives, ensuring a cohesive player experience.

### 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
- Sketch
- Principle
- UMG
- (Unreal Motion Graphics)
- Unity
- Miro
- Jira
- Confluence
- Frostbite Engine

### 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