



# KAROLIN CLYDE

Senior UX/UI Designer

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## Work Experience:

**Kintsugiyama : 2/2025 – 11/2025**

### Senior UX/UI Designer II

- Worked on Legend Of California as the 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/Contract: 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, Robotki

- 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