

ALLISON UTTERBACK

UX Design

 alutterback.com

 alutterback@gmail.com

 (419) 376 4902

EXPERIENCE

UX Designer (Contract) | JUNE 2015 - PRESENT

Work closely with entertainment, B2B, and B2C clients to create complex, in-depth, interactive wireframes and flowcharts for use by external developers. Perform holistic user-testing and incorporate client feedback. Refine front-end code to better reflect the design.

Develop visual design as needed. **Key projects include:**

- Heroes of Dragon Age (4.5/5 stars on app store)
- Meretz
- ReelCrafter

UX Architect, Cartoon Network | JUNE 2013 - JUNE 2015

Design and create game wireframes and flowcharts for use of in-house game developers and outside vendors. Work closely with design, engineering, art and production at all stages of design. Guide multiple outside vendors in management capacity. Design websites and mobile apps. Develop visual design as needed. **Key projects include:**

- Adventure Time: Battle Party
- Steven Universe: Attack the Light (Top 20 App Store RPGs)
- Adventure Time: Card Wars

UI Artist & Designer, ZeeGee Games | JANUARY 2009 - FEBRUARY 2013

Design game UI, create assets, then implement those assets, including placement and button states. Create pitches and example illustrations for potential projects. Create in-game assets and special effects. **Key projects include:**

- Tiny Planets
- Thoroughbred World
- Giant Microbes

EDUCATION

College for Creative Studies — *Bachelor of Fine Arts*

SKILLS

Wireframing Software
Balsamiq, Axure, Omnigraffle,
Sketch

Adobe Creative Suite

Prototyping

Responsive Design

UX Research & Testing

Information Architecture

Graphic/Marketing Design
Adobe Suite

Gestalt & Bauhaus Design

Front-End Development
HTML, CSS, Javascript

Agile Development

INTERESTS

Writing stories short, long, and interactive

Designing tabletop games for fun and learning

Creating prop replicas for cosplay and display

Infusing drinks with yummy flavors