

ALLISON UTTERBACK

Senior UX Designer

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EXPERIENCE

Senior UX Designer, Wave | SEPT 2020 - MAY 2023

Rapid wireframes and complex prototypes for use on web, mobile, Unity & Unreal. Iterate responsive designs. Complex tool designs in a limited UI framework. Organize and run user testing. Juggle multiple projects and meet tight deadlines.

Key projects include:

- Justin Bieber Interactive Experience
- Pentakill III: Lost Chapter
- Alison Wonderland's WONDERVERSE

UX Designer, Contract | JUNE 2015 - SEPT 2020

Work closely with entertainment, B2B, and B2C clients to create in-depth, interactive wireframes for developers. Perform holistic user-testing and incorporate client feedback. Cross-platform, responsive design. 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

Create wireframes for use by in-house game developers and outside vendors. Work closely with design, engineering, art & production at all stages. Manage multiple outside vendors. Design websites and mobile apps. 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 | JAN 2009 - FEB 2013

EDUCATION

College for Creative Studies — Bachelor of Fine Arts

SKILLS

Wireframing Software

Figma, Adobe XD, Balsamiq, Axure, Omnigraffle, Sketch

Adobe Creative Suite

Photoshop, Illustrator, XD, After Effects

Advanced Prototyping

User Testing

Web & Mobile, Responsive

Personas & Journey Maps

3D/Game Development

Unity, Unreal, Maya, Blender

Information Architecture

Graphic/Visual Design

Storyboards & Animation

Game Design

Agile Development

INTERESTS

Writing stories short, long, and interactive

Creating prop replicas for cosplay and display

Infusing drinks with yummy flavors