



## Contact

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## Tools

- Figma
- Photoshop
- Canva
- After Effects
- Adobe Illustrator
- Unreal Engine
- Unity
- Procreate
- Spine 2D
- Perforce
- Jira
- Slack

## Skills

- UI Artwork
- Visual Design
- Wireframing
- Prototyping
- Graphic Design
- Iconography
- Layout Design
- Motion Graphics
- Concept Art
- Digital Art

# Ava Rooney

## UI/UX Artist

## Professional Experience

### UI/UX Artist I

**Demiurge Studios | January 2024 – June 2026**

- Concepted and refined UX/UI design flows, prototypes, and visual design layouts in Figma for various game states and menus
- Designed and implemented UI assets within both proprietary and Unreal engines
- Communicated and reported directly with Clients and team members for deliverables and feedback

### Associate UI Artist

**Nintendo Software Technology | February – October 2023**

- Created and designed various UI layouts, animations, icons, and maintained style consistency within UI deliverables
- Collaborated and communicated across teams of leads, designers, engineers, as well as provided designated feedback for projects
- Arranged UI asset layouts according to input and instructions

## Academic Projects

### UI Artist, Concept Artist

**Poggiewash | June 2021 – December 2022**

- Worked in a team of 20 using Unreal Engine alongside producers, directors, and other cross-discipline members to create a stylized 3D platformer video game
- Conceptualized and illustrated entirety of UI artwork for all in-game HUD, menu, and style design, using Photoshop and Adobe XD to generate assets
- Designed early character concepts and iterations in Procreate and Adobe Photoshop for main character artwork

## Education

### DigiPen Institute of Technology

**Bachelor of Fine Arts in Digital Art and Animation | Graduation April 2023**

## Extracurricular

### Student Activities Board Member

**DigiPen Institute of Technology | September 2020 – April 2022**

- Hosted weekly interactive online opportunities to build interpersonal connection among 500 students via social media and Discord
- Identified student social needs and gap to drive international programming
- Marketed events through face-to-face tabling and posters created in Adobe Photoshop and Canva