



Contact

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Tools

- Figma
- Photoshop
- 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

Demiurge Studios | January 2024 - Present

- Concepted and refined UX/UI design flows, prototypes, and visual design layouts in Figma for various game states and menus
- Created polished UI assets following designated style guides
- 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

Pogglewash | 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