LAUREN ENG
UX and Product Designer

Creative professional pivoting into UX and Product Design, leveraging storytelling, user-centered design, and conceptualization skills to craft engaging and impactful experiences.

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TOOLS

- Figma
- Sketch
- Adobe XD
- Adobe Photoshop
- Adobe Illustrator
- Adobe InDesign
- Procreate

HARD SKILLS

- Low-Fidelity Prototyping
- Wireframing
- UI Design
- User Research
- User Testing
- Graphic Design
- Motion Design
- 3D Animation
- Storyboarding
- User-Centered Design
- Visual-Based Marketing
- Accessibility

SOFT SKILLS

- Written and Verbal Communication
- Project and Time management
- Problem Solving
- Collaboration
- Conceptualization

EDUCATION

MFA in Computer Art
School of Visual Arts, NY

BA in International Studies and Studio Art
Trinity College, CT

WORK EXPERIENCE

FREELANCE DESIGNER AND ARTIST
Self-Employed | 2021 - Present

- Developed a user-friendly website prototype for a local noodle manufacturer, optimizing customer engagement in a post-pandemic environment.
- Crafted visually appealing and high-quality designs for menus and printed wedding materials (including invitations and RSVPS), tailoring each project to client specifications.

VR DESIGN ASSISTANT
Jess Johnson and Simon Ward | 2017 - 2020

Collaborated with Johnson and Ward's design team to develop VR visuals for their Terminus art experience.

- Performing animation cleanup and scene blocking for animation reference.
- Converting Johnson's hand-drawn designs into digital stock footage for 3D texturing, enhancing visual elements seen in the VR screens.
- Set up Oculus equipment for Terminus's permanent installation at Facebook/Meta's NY headquarters, reducing equipment fail rate by estimated 80% and ensuring seamless operation and visitor experience.

ADMINISTRATIVE ASSISTANT
Engum Realty Corp | 2015 - present

- Efficiently handled online correspondences for the Executive Manager, ensuring smooth communication between the company, brokers, and tenants.
- Prepared and distributed tenant lease agreements, facilitating timely and accurate contract management and communication between company and prospective tenants.

COURSES AND CERTIFICATIONS

ELVTR: CERTIFICATION IN ADVANCED GAMING UX DESIGN
2023 - 2024

- Super Smash Bros Ultimate – Redesigned the game's fighter selection and customization features for optimal and versatile gameplay. Also collaborated with peers to address and balance player needs with shareholder goals.
- Super Kirby Clash - Inspired by Minecraft Dungeons's designs, adapted user interfaces and HUD screens for maximum player accessibility and ease of use, especially for online players and players with visual impairments.

DESIGNLAB: UX ACADEMY
2020 - 2021

- ShotDeck.com - Added a new custom organization feature for an existing cinematography reference library.
- HEEM - Developed a mobile prototype for real estate showings, emphasizing real-time AR and AI capabilities.
- Mirror - Created responsive UX prototypes for an E-Commerce shopping website. Emphasized on conducting UX research and UX testing to understand and design for online clothes shopping.