



Samantha Yeager

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UI/UX Designer with four years of experience specializing in game and app development. Steeped in design process best practices, collaborates within and across teams, bridging the gap between aesthetics and technology.

Skills

Adobe Photoshop
CSS3

Adobe Illustrator
HTML5

Adobe After Effects
Javascript ES6

Unity 3D
Trello

Proto.io
Perforce

Work Experience

Freelance (Various Clients)

UI/UX Designer, Illustrator | Seattle, WA / Remote | 02/18 to present

- Overseeing early app UI/UX design process, and illustrating both professional and personal images

Cake Golem Productions LLC & Legacy Game Systems

UI/UX Designer | Seattle, WA / Remote | 12/17 to 02/18

- Handled UI asset creation for a mobile AR game
- Guided UX design with wireframes, mockups, and prototypes

WildTangent Studios

UI/UX Artist | Seattle, WA | 02/16 to 09/16

- Ensured assets met UX and performance specs in Unity (collaborating with engineers and designers)
- Designed UI assets; built and animated them in Unity
- Researched plugins, programs, and best practices to improve art pipeline

Global Gaming Group

Visual Designer | Las Vegas, NV | 02/14 to 02/16

- Created vector UI assets for various slot games
- Animated assets in Adobe After Effects, using Trapcode plugins

Spin For Good, LLC

2D Artist & Animator | Las Vegas, NV | 11/13 to 01/14

- Designed and animated vector and raster UI assets and typography for a charity non-profit slot game

Sunstorm Games

Vector & Marketing Artist | Las Vegas, NV | 05/13 to 10/13

- Created vector UI assets, nine-sliced vector character art and exported assets for animation
 - Assembled and polished interstitials and banners for Chartboost, Flurry, the App Store, and Facebook
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Education

Ohio University | Bachelor of Science in Digital Media: Games & Animation | Minor in Computer Science

Athens, OH | 09/09 to 05/13 | 2 SunSat projects, presented at ISDC 2011 & 2012 in Huntsville & D.C.

Awards & Honors

- The Legend of Zelda: The Wind Waker HD Fan Art Contest (09/13)
- Featured in Pure Nintendo Magazine (07/15) (<http://purenintendo.com/2015/07/27/pn-featured-artist-sam-williams/>)
- Featured in Mount Ida College's Game Change[Hers] Gallery Exhibit (10/16)