Karen Sanok
UX Designer / UI Designer

Summary

Possessing a diverse background encompassing UX, UI, texture art, graphic design, and teaching has contributed to my strong foundation in various design fields. I derive great satisfaction from applying my wide-ranging skills to craft user-friendly experiences.

Experience

Senior UX Designer
Iron Galaxy Studio • Sep 2020 - Present • Orlando, Florida

- Designed fun, engaging and intuitive user experiences by collaborating with various disciplines to solve for player needs and company goals balancing priorities, time, and technical constraints.
- Successfully applied UX process to projects from concept to completion, increasing the usability and removing pain points for players.
- Created and iterated on wireframes, process flows, and prototypes to communicate interaction and design ideas informed by User Research.
- Partnered with User Research to conduct usability tests.
- Set up UX team focused meetings to foster growth and collaboration within and across projects. Mentored members of the UX/UI team.
- Defined and helped integrate UX Processes into the agile game development pipeline, involving cross-department collaboration.
- Increased UX awareness company wide.
- Worked with DEIA to raise awareness and drive accessibility initiatives.
- Constructed FTUE (First Time User Experience) documentation, processes and considerations for use in all projects.

Senior UX Designer
Bohemia Interactive Simulations Orlando, FL • 2/2017 - 4/2020

- Helped drive the initiative to update and implement modern UI design into and increase the usability of company products.
- Established a UX design process for agile project development.
- Integrated the UX design role as part of the agile team structure for the project's duration.
- Developed a new design style and UI Kit for our flagship product redesign, to be used across all products to ensure consistency.
- Coordination across products with local and international teams to ensure consistency and standards.
- Mentored and supported other members of the UX team.
- UX research, Usability Studies, UX design, UI design.
- Successfully applied UX process to projects, increasing the usability and design, resulting in improved customer confidence in the company.

Freelance - UX / UI / Visual Design / Texture Art
Leesburg, FL • 2/2015 - 1/2017

- Produced high quality UI art and iconography.
- Generated UX/UI assets for web and mobile.
- Created high quality realistic and stylized textures for characters & weapons.

Education

Certificate in Human-Computer Interaction: HCI
Interaction Design Foundation • 2019

Certificate in User Experience Design
Career Foundry UX Bootcamp • Germany • 2016

Certificate in UX: Interaction Design
DesignLab • San Francisco, CA • 2015

Master of Fine Art in Computer Animation
Florida Atlantic University, • Fort Lauderdale Fl. • 2001

BS Degree in Graphic Design/Advertising
University of N. Florida • Jacksonville Fl. • 1998

Tools

Design
- Figma
- Adobe XD
- Photoshop
- Illustrator
- InDesign
- Sketch
- Microsoft

Track
- JIRA
- Perforce
- Confluence

Skills

Professional
- Communication
- Collaboration
- Documentation
- Teamwork
- Adaptability
- Positive Attitude
- Time Management

System
- Mac OS
- Windows

Highlights

Practice
- UX Design
- UI Design
- Visual Design
- Graphic Design

Follow
- Usability Heuristics
- Principles of Design
- Gestalt
- UI Patterns

Create
- Wireframes
- Site Maps
- Prototypes
- User Flows
- Personas
- Use Cases
- Style Guides
- UI Kits

Conduct
- Card Sorts
- Surveys
- A/B Tests
- Usability Tests
- Brainstorm Sessions
- User Interviews
- Stakeholder Interviews
- UX Evaluations
- Competitive Analysis

Contact

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- Linkedin

Passionate About Creating
Usable & Accessible Experiences

Karen Sanok
UX Designer / UI Designer

Design Philosophy

UX Design involves having a deep understanding of the users goals and their environment. Design should provide answers to users questions, be well designed and support the functionality. The design should be enjoyable, gratifying and offer moments of delight to the users.

Experience

Art Lead / Lead Texture Artist
Shadows in Darkness / Darkside Game Studios • Sunrise Fl. • 9/2003 - 2/2015

- Responsible for reviewing, revisions, and creation of assets.
- Managed, mentored, trained and directly supervised art team.
- Assisted with hiring, scheduling, budgets, interviews, yearly evaluations and conducted art team meetings.
- Established art department processes, standards, tutorials, and style guides, contributing to a reputation for excellence within the industry.
- Worked with internal teams and external resources to maintain high quality Art, and UI to meet or exceed all requirements and constraints.
- Constructed creative solutions to various design problems.
- Handled multiple projects, met deadlines, and adapted to changing priorities in a fast-paced, interrupt-driven environment.
- Inspired high attention to detail and quality on over 40 game titles.
- Achieved promotional advancement from earlier positions.

Instructor of Graphic Design & Game Design
The Art Institute of Fort Lauderdale • Fort Lauderdale Fl. • 1/2000 - 6/2005

- Designed class instruction through the development of instructional plans and activities to meet course competencies and lesson objectives.
- Facilitated and encouraged conceptual thinking, technical execution and creativity.
- Increased student learning capacity by applying collaborative and individual learning approaches to projects and lectures.
- Managed the learning environment through accurate record keeping, submitting grades on time, and by enforcing campus a policies.
- Contributed to a learning culture by supporting orientation and graduation, along with participation in various workshops and meetings.
- Related professional/life/industry experience to learning by the introduction of industry perspective into courses.

Graphic Designer
National Distributing Inc. • Deerfield Beach, Florida • Jan 1999 - Nov 1999

- Designed, printed and assembled promotional materials for clients.
- Posters, table cards, menus, coasters, banners.

Graphic Designer
Kurtis Creative Inc. • Neptune Beach, Florida • Mar 1997 - Nov 1998

- Designed various print materials for a diverse set of clients.
- Annual reports, logo designs, catalogs and advertisements.

Companies & Titles

Iron Galaxy
Rumbleverse

Insomniac
Ratchet & Clank: BTN
Sunset Overdrive

Microsoft
Perfect Dark

2K
Spec Ops: The Line

Riot
League

Bioware
Dragon Age: Origins

Gearbox
Borderlands
Duke Nukem
Aliens CM

Activision
COD 3 MW
COD 4 MW II

25 Years of Art & Design

Over **40** Shipped Titles

My Values

Stay Passionate If you are not engaged or energized by what your are doing make a change.

Never Stop Learning Learning is exercise for your mind. It keeps boredom from eroding your passions.

Cultivate Creativity When not designing, I find creativity in painting, fixing broken things, and dabbling in other various side projects.

Be Grounded Respect everyone. Embrace weakness with humility and use that as learning opportunities to growing into better versions of yourself.

Contact

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I look forward to speaking with you.