

Michele Carson

UX/UI Designer & Developer

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Education

B.A. Digital Technology & Culture, Washington State University Vancouver

Skills

User-Centered Design and Research

Sketching, User Flow Creation, Site Mapping, Wireframing, Prototyping, Testing

Front-End Programming (HTML5, CSS3, JavaScript, JQuery, Bootstrap, C#)

Version Control Management

Leadership

Project Management

Written and Verbal Communication

Organization

Adaptability

Tools

Figma

Adobe XD

Concepts App

Adobe Photoshop

Adobe Illustrator

VS Code and Sublime Text

Unity and HTML Canvas

Git and GitHub

Basecamp

Slack

Zoom

Professional Experience

Uncle Buddy's Phantom Funhouse | August – December 2022

Lead UX/UI Designer

Reconstruction of the 1993 hypermedia narrative game by John McDaid for contemporary computing devices

michelecarson.com/funhouse.html

- Initiated interface concept sketches, user flows, and wireframes
- Composed presentations and communicated concepts
- Revisited and revised concepts based on feedback

Zombie Run | November 2021

Designer and Programmer

Unity 2D side-scroller

michelecarson.com/zombie-run.html

- Collaborated in a team setting with weekly meetings
- Designed and developed utilizing Unity

Super Snake | September 2021

Lead Designer and Programmer

HTML Canvas snake game

michelecarson.com/super-snake.html

- Conceptualized user experience and interface layout
- Programmed utilizing HTML5, CSS3, JavaScript, HTML Canvas, and Bootstrap