



# ROXANE GABRIELA



## UI UX | GAME DESIGN

### WORK EXPERIENCE

SENIOR QUALITY ANALYST

**ELECTRONIC ARTS**

NOV 2021 - APR 2024

Covet Fashion and Kim Kardashian Hollywood, led teams of testers and playtests, created foundational daily live operations test plans, created foundational cross-team documentation and essential training material.

UI UX DESIGNER (CO-OP)

**PATIO INTERACTIVE**

APR 2020 - SEP 2020

Augmented reality / virtual reality prototyping, small team lead, and consultation on client projects and interactive presentations.

DESIGNER & MANAGER

**CASA ROMANA**

JUN 2017 - NOV 2021

Employee training and schedule management, escalated issues, stock, and supplier relations, managing socials, branding, and many graphic assets (such as menus).

*I'm a highly adaptable designer / developer focused on crucial UI UX and accessibility elements. I hope to find a role that offers growth, learning opportunities, and many areas in which I can contribute my documentation, testing, research, and design expertise. I hope to create meaningful experiences that really help people connect, understand, and enjoy what they're doing*



### EDUCATION

USER EXPERIENCE (CERTIFICATE)

**YORK UNIVERSITY**

MAY 2024 - FEB 2025

User research and user testing, prototyping UI UX concepts in Figma.

BACHELOR OF GAME DESIGN

**SHERIDAN COLLEGE**

SEP 2017 - APR 2021

Prototypes for various game projects, building various 2D and 3D game assets, mechanics, learned directly from industry leaders such as Bethesda, Blizzard, Ubisoft, Behaviour, Gameloft, etc.

ART FUNDAMENTALS (CERTIFICATE)

**SHERIDAN COLLEGE**

SEP 2016 - APR 2017

Studied and excelled in figure drawing, concept art, architectural drawings, and various graphic design using Photoshop and Illustrator.

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