

karisma williams | matimeo1@gmail.com | 773.858.1645 | portfolio: www.matimeo.com

objective: To research, design and develop user-centric, cohesive, and innovative user experience solutions across products and various platforms.

education

Bradley University, Peoria IL | August 2000 - May 2004
B.S. in Graphic Design
B.S. in Multimedia

work experience

May 2017 - **CURRENT**

Facebook - Oculus Design Studio (Pro) - Contract | Product Designer (Virtual Reality)
Connecting people in unique and innovative ways. (Unannounced)

May 2015 - November 2016

Microsoft - Turn 10 Studios (Aquent) - Contract | Senior UX Designer/Developer
Collaborated with Game Design, Visual Design, and Engineering to ensure designs are executed to spec efficiently. Responsible for high level advising on UX processes leading to higher quality specs and implementation of designs. Worked cross org ensuring team utilized tools and processes vetted by other teams increasing team efficiency. Implemented UI components, tools, and user interface screens using various frontend and backend technologies.

June 2014 - March 2015

Z2 (Mindseekers) - Contract | Senior Mobile UX Designer
Responsible for translating high level goals and designs into interaction design flows and specs for team to develop. Analyzed user research and user behaviors translating them into product design goals and solutions. Responsible for UI Asset pipeline, and development of tools to streamline production.

June 2013 - May 2014

Microsoft - Windows Phone (Aquent) - Contract | UX Developer
Bridged Design and Development by ensuring designs were executed to spec; and implemented efficiently. Developed prototypes to spec for User Research to use in various studies. Responsible for frontend development of 4 apps (calendar, podcast, radio, diagnostics).

January 2010 - April 2013

Microsoft - XBOX, Hololens | Senior UX Designer/Visual Designer
Responsible for user interface, visual design and user experience solutions across internal and external products. Responsible for creating processes to enable team deliverables while supporting various products with UX/UI direction. Responsible for designing and developing internal engagement platform which increased org engagement by aprx. 60%.

September 2008 - 2009

Microsoft - XBOX (Aquent) - Contract | UI/UX Artist + Designer
Responsible for user interface, visual design and user experience design on XBOX LIVE PrimeTime platform. Leveraged analytics, and user research to iterate on designs on 1vs100 which was downloaded over 2.5 million times. Designed features which led to surpassing a Guinness world record with over 114,000 simultaneous players.

July 2008 - September 2008

Valve Software - Contract | Business Developer/Visual Designer - Contract
Responsible for design and implementation of marketing elements for game products on Steam. Interfaced and coordinated with external publishers, internal business and tech personnel to release games on Steam, Valve's digital distribution platform.

February 2007 - July 2008

THQ - Sandblast Games | User Interface Artist/Designer
Responsible for design and implementation of all UI menus and HUD elements. Bridging gap between teams to ensure UI goals are met with proper resources allocated.

specialties user research | responsive design | NUI / AR design | usability | streamlining pipelines
programming html5 | css3 | java | xaml | adobe tool automation

products worked on

Forza Motorsport Apex, 2016 | Senior UI Engineer/Designer | **Shipped**
Forza Motorsport 6, 2015 | Senior UI Engineer | **Shipped**
Windows Phone OS 8/8.1, 2014 | UX Developer | **Shipped**
Kinect Star Wars, 2012 | UX/UI Designer + Developer | **Shipped**
Kinect Adventures, 2010 | UX/UI Designer + Developer | **Shipped**
XBOX 360 Platform [Primetime Summer], 2009 | Technical UX/UI Designer + Artist | **Shipped**
1vs100 (XBOX Live Primetime), 2009 | Technical UX/UI Designer + Artist | **Shipped**
Steam Platform (Valve), 2008 | Biz Dev + Visual Designer | **Shipped**

+10 more products, 2005 - 2008 | UX/UI Designer + Artist | **Shipped (list available by request)**