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objective: To design and develop user-centric, cohesive, and innovative user experience solutions across entertainment products and their external marketing assets.

education

Bellevue Community College, Bellevue, WA | September 2007 - Expected 2009
Cert C++

Boston University, Boston MA | September 2006 - Expected Graduation Spring 2009
M.S. in Project Management
Note: Classes taken online in Boston University's globally accredited program

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

work experience

July 2008 - Current

Valve Software | **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
Responsible for art and interactive direction relating to all UI elements
Bridging gap between teams to ensure UI goals are met with proper resources allocated

May 2004 - Current | Freelance | **Interactive Designer**

Providing creative, effective, innovative websites, UI and graphic design solutions for the game and entertainment industries on a freelance and contract basis
Previous Clients: Sony Online, FOX, Atari, Sonar Productions, EA Mobile, and Liberation Media

February 2005 - January 2006 / October 2006 - February 2007

High Voltage Software | **User Interface Designer**

Providing creative leadership and management to help build and streamline communication and production pipelines while assisting with technical UI Art Needs, UI documentation, design and external web updates
Assisted mocap studio as artist, and streamlined mocap production pipelines

April 2003 - May 2004

Bradley University: Continuing Education | **Online Content Producer**

Worked with Director to develop branding strategies from concept to completion for both print and web
Designed, developed and maintained website while improving usability

September 1999 - May 2000

Chicago Board Of Education | **Online Content Manager**

Responsible for managing daily online content and usability
Programmed and designed award winning website for Kenwood Academy

skills

Microsoft Project/Visio	Adobe Indesign	Macromedia Flash	
MAC/PC	Microsoft Word/Excel	Adobe Photoshop	MS Visual Studio
Microsoft Power Point	Adobe Illustrator	Macromedia Dreamweaver	
AlienBrain/Perforce	Adobe Premiere	Vicon IQ/Workstation	
Unreal Engine (UI)	Magma (Ubisoft UI)	Scaleform (UI)	

programming html | php | actionscript | javascript | css | C#

games worked on

Charlie And The Chocolate Factory, 2005 | Motion Capture Artist | **Shipped**

Stubbs The Zombie, 2005 | Motion Capture Artist | **Shipped**

Zathura, 2005 | Motion Capture Artist | **Shipped**

Prey, 2005 | Motion Capture Artist | **Shipped**

Bioshock, 2005 | Motion Capture Artist | **Shipped**

50 Cent: BulletProof PSP, 2005 | Motion Capture Artist | **Shipped**

Ghost Recon Advanced Warfare 2 PSP, 2007 | Technical User Interface Artist | **Shipped**

Animales de la Muerte (Wii), 2007 | Technical User Interface Artist | **In Development**

Destroy All Humans 3: Path Of The Furon, 2008 | User Interface Artist | **In Development**