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

## education

**Harvard University Extension, Boston MA | - M.A. Software Engineering | 2012 - Current**

**Note:** Working toward candidacy thru Harvard University Extension distance program

**Bradley University, Peoria IL | August 2000 - May 2004**

**B.S. in Graphic Design**

**B.S. in Multimedia**

## work experience

June 2014 - current

Z2 (Mindseekers) | **Senior UX Designer/Developer**

Responsible for translating high level goals and designs into UX specs team can develop.

Responsible for UI Asset pipeline, and development of tools to streamline production.

Work closely with user research to gather and interpret data and problem solve to meet product goals.

June 2013 - May 2014

Microsoft (Aquent) | **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 | **Senior UX Designer/Developer**

Responsible for delivering user interface, visual design and user experience solutions across

various internal and external MS Products. Responsible for creating processes, and pipelines to enable

team deliverables while supporting various groups with UX/UI direction.

September 2008 - 2009

Microsoft (Aquent) | **UI/UX Artist + Designer**

Responsible for user interface, visual design and user experience design on XBOX LIVE PrimeTime games, websites,

itches and platform destinations.

July 2008 - September 2008

Valve Software | **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

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

May 2004 - Current | Freelance | **UI/UX Designer + Developer**

Providing design/development solutions on a freelance and contract basis

Previous Clients: Sony Online, FOX, Atari, Sonar Productions, EA Mobile, Take Two Interactive, WB Games

**specialties** user research | responsive design | NUI / AR design | usability | streamlining pipelines

**programming** html5 | css3 | actionscript | java | xaml | c# | adobe tool automation

## products worked on

**Unannounced Mobile Game, 2014 | UX Designer | In Development**

**Windows Phone OS 8/8.1, 2014 | UX Developer | Shipped**

**Kinect Star Wars, 2012 | UX/UI Designer + Developer | Shipped**

**XBOX 360 Kinect FunLabs Platform [Spring], 2011 | 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)**