

Eric Smith | UI Designer

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Summary

UI designer with the ability to take a product all the way from concept to complete using Figma, Adobe Creative Suite, HTML/CSS, and Unity. Feels strongly about the intersection of art & commerce, of beauty & function, and of the right & left hemispheres of the brain. Also feels strongly about his family, music, and Mario, the famous plumber from Nintendo games.

Projects

[Post/Play App](#) | 2021

A "Goodreads for games" idea I explored with a small team as an academic exercise. Through research and ideation came up with a user interface in all its component parts and then executed through to front end development.

[Ink Inside Game](#) | 2024

Case study for the inventory menus on a professional video game project. Covers steps from pen & paper planning to in-engine implementation. The game is currently well received, UI included, in Steam reviews.

Education

UX/UI Bootcamp Certificate | University of Arizona 2021

24 week course with in-depth training across the entire spectrum of UX/UI design. Broad concepts of UX research, wireframing, graphic design, and front end development were covered, as well as deep dives into Figma, Adobe XD, HTML/CSS and Javascript. Built a solid foundation of user-focused design skills that has only been built on since.

Experience

UI Designer | September 2021 - Present

Blackfield Entertainment | Remote - Contract

Originating and iterating upon the UI concepts and systems for an independent video game titled "Ink Inside". While creating beautiful and functional menus, HUDs, text boxes, and inventories I have made special considerations for accessibility that has been appreciated by the team, players, and reviewers alike.

Disbursement Coordinator | July 2017 - Present

Cushman & Wakefield | Tempe, AZ

Operating as a crucial part of a small and adaptable team, printing, processing, and mailing over 2000 checks to vendors per day. This job basically proves that I can work professionally with others as well as prioritize and accomplish a variety of tasks on a hard deadline.