

Natalia Godoy, UI/UX & Game Designer

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PORTFOLIO

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EXPERIENCE

- Aug 2021 — Present **Game Design Intern, Octi** Los Angeles, CA
- Augmented reality social media app. Authored and maintained design documents. Rapidly iterated on interface prototypes in order to find the best possible outcome in the least amount of time. Created nuanced and intuitive mechanics that engaged the user, keeping experience goals in mind.
- May 2021 — Present **UI/UX Designer, Turtle Town** Los Angeles, CA
- 2D PC base-building game. Designed prototypes and conducted user tests. Anticipated design issues and proved to be proactive in developing effective solutions. Collaborated with artists and game system designers to implement artistic vision in prototypes, developing them into viable, shippable solutions.
- May 2021 — Aug 2021 **Game Design Intern, ECOMI (VeVe Digital Collectibles)** Los Angeles, CA
- Marketplace app for premium licensed 3d and AR digital collectibles. Collaborated with content producers to design interactive experiences for collectors, with a focus on the AR gallery feature. Developed and designed marketplace and monetization features, creating user flows and documentation to prototype future iterations. Created style guides to direct new content production, meeting daily with other teams to ensure seamless integration to existing features.
- Sep 2020 — May 2021 **UI/UX Designer, Wheelin' and Mealin'** Los Angeles, CA
- PC co-op cooking and driving game. Worked closely with engineering and design teams to implement feature UI elements in Unity. Conducted and assisted UX research, iterating designs based on user feedback. Created simple creative solutions to complicated design needs, rapidly iterating and testing ideas using wireframes, sketches, and fully designed comps. Attended, participated, and contributed to regular design meetings with all divisions.
- Apr 2020 — Jul 2020 **2d Artist, Left On Read** Los Angeles, CA
- Choice-driven narrative platformer for PC/Mac. Created custom drawings and artwork for in-game and marketing purposes. Developed art and design concepts, working with designers to communicate narrative and character design goals. Communicated closely with design leadership to ensure all necessary work was completed.
- May 2018 — Aug 2019 **Customer Experience Specialist, Nordstrom** Seattle, WA
- Provided primary customer support to internal and external customers in fast-paced environment. Liaised with customers, management and sales team to better understand customer needs and recommend appropriate solutions
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EDUCATION

- Aug 2019 — May 2023 **B.A. in Interactive Media and Game Design, University of Southern California, School of Cinematic Arts** Los Angeles
- Minor in Game User Research. GPA: 3.95
- Princeton Review's #1 Games Program*
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LANGUAGES

English	Native speaker	Spanish	Native speaker
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SKILLS

Figma	Expert	Problem Solving	Expert
Unity Technologies	Skillful	User Experience Research	Expert
Adobe XD	Expert	Customer Service	Expert
Microsoft Office	Expert	Adobe Premiere Pro	Expert