Natalie Le Huenen

Work Experience

UI Designer & Front End Developer

Lucky VR | May 2022 — Present

- Collaborated with PMs, engineers and designers on cross teams to deliver a **complete revamp of the UI**.
- Designed information architecture, low-fidelity and high-fidelity **mockups and prototypes** in Figma and in-engine across projects.
- Designed a system of reusable UI components in Figma. Translated designs to XAML and C# code. **Built a highly-scalable resource library**, simplifying design and development workflows.
- Fixed and shipped UI bugs in engine and code. Maintained legacy UI.
- UI Design, Interaction Design, Unity, C#, XAML and Git skills.

UI/UX Designer

Famli.net Communications Inc. | Jan 2019 — May 2022

- Built, managed, and directed **UI and UX for app and website**. Performed user testing, designed information architecture, wireframes, low-fidelity and high-fidelity prototypes.
- Built a consistent branding and UI design system.
- Spearheaded website development in WordPress and Elementor. Built and managed web layouts, pages, and visual content.
- Created videos, animations, and presentations to market the product and empower users.
- UI/UX Design, WordPress, JavaScript, CSS, and HTML skills.

Graphic Designer

Ottawa Film Society | Jun 2019 — Sep 2019

- Designed print brochures and tickets.
- Redesigned and simplified order forms for clarity, **maximizing event** registration. Collaborated with printer to ensure optimal results.
- Improved existing visual assets to improve printing fidelity.
- Visual design, project management, and organizational skills.

Field Operations Manager

University of Toronto TAGLab | Jun 2018 — Jan 2019

- Mobilized teams of volunteers tutoring over 120 residents learning technology at Sunnybrook Veterans Hospital and Revera Donway.
- Designed brochures and posters, improving program engagement.
- Established and maintained databases and documentation, increasing overall efficiency. Directed program changes, speeding up onboarding and reducing technical support needs.
- Leadership, communication, technical support, and writing skills.

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Education

OCAD University

Bachelor of Design, Digital Futures 2016 — 2020

Skills

Design Tools

Figma, Adobe XD, Illustrator, Photoshop, After Effects, Premiere Pro, InDesign, Blender

Design Skills

Design Systems, Information Architecture, Prototyping, Interaction Design, Visual Design, Motion Design, 3D Modeling

Development

HTML, CSS, JavaScript, WordPress, Unity, C#, XAML (WPF), Git Version Control

Awards

OCAD University Medal

Digital Futures Award

Nora E. Vaughan Award