ANNICK HUBER

User Experience Designer

CONTACT

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EDUCATION

GEORGIA INSTITUTE OF TECHNOLOGY
(Fall 2015 - Spring 2017)
MS, Human-Computer Interaction
GPA 3.65

SAVANNAH COLLEGE OF ART AND DESIGN
(Fall 2008 - Spring 2012)
BFA, Illustration
GPA 4.0

SKILLS

RESEARCH AND PROTOTYPING
• Interviews
• Focus Groups
• Survey Design
• Affinity Mapping
• Storyboarding
• Wireframing
• Rapid Prototyping
• Usability Testing

SOFTWARE
• Photoshop
• Illustrator
• After Effects
• Flash
• Balsamiq
• Sketch
• Maya
• Speedtree
• Z-Brush
• Unity
• Invision
• Axure

LANGUAGES
• HTML / CSS
• Java
• Python
• French
• Spanish

WORK EXPERIENCE

GEORGIA INSTITUTE OF TECHNOLOGY
Graduate Research Assistant, *January 2016 - current*
• Working at the Center for Geographic Information Systems
• Helping with maintenance of the 3D model database of Georgia Tech's campus and related projects
• Responsible for creating UI wireframes and interfaces, and assisting in research

KER-CHUNK GAMES
Co-founder and Art Director, *December 2013 - September 2016*
• Established the isual language for the game "PrinceNapped", and created visual assets for it

SPARKSGROVE
UX Designer Intern, *May 2016 - June 2016*
• Worked with a team of interns directly with a client
• Conducted primary and secondary research, creating surveys, conducting interviews and analyzed the findings
• Created a marketing strategy based on the research

BENTO BOX ENTERTAINMENT
Background Designer, *February 2015 - June 2015*
• Collaborated with a team of Background Designers to create background illustrations for the animated show "The Awesomes"

FLOYD COUNTY PRODUCTIONS
Background Artist, *June 2013 - June 2014*
• Created background illustrations for the animated TV show "Chozen"
• Responsible for transforming rough 3D model renders into visually striking illustrations

EYES WIDE GAMES
2D Artist, *December 2012 - June 2013*
• Worked on creating concept art and 2D visual assets for "The Walking Dead : The Social Game", as well as an unpublished original IP

AWARDS

• **SIEGE Conference Panel Speaker - 2016**
Speaker for the panel "Collaboration Methods for Game Designers and Artists"
• **Grace Hopper Scholarship - 2016**
Awarded with a Student Travel Scholarship by GA Tech to attend the conference
• **Momocon Panel Speaker - 2015**
Speaker for the panel "Women in Entertainment: Gaming and Motion Graphics"
• **Global Game Jam - 20013-2015**
Regular participant at the Global Game Jam, game won "Most Polished" for the Atlanta area in 2013