



RAHUL YERRAMNEEDI

UX DESIGNER

- yr020409@gmail.com
- www.rahulyerramneedi.com
- Philadelphia, Pennsylvania
- [linkedin.com/in/rahulyerramneedi](https://www.linkedin.com/in/rahulyerramneedi)

+ EDUCATION

- JAN, 2023 - ONGOING • **MS IN HUMAN CENTERED INTERACTION DESIGN**
Harrisburg University of Science and Technology
- OCT, 2018 - NOV, 2019 • **MS IN GAME DESIGN**
Full Sail University, GPA: 3.45
- JAN, 2017 - JUL, 2018 • **BS IN GAME DESIGN**
Full Sail University, GPA: 3.50

+ WORK EXPERIENCE

- JAN, 2023 - AUG, 2023 • **UX DESIGNER**
[Indie Game Project](#)
 - Contributed as the sole UX designer for an indie game project, responsible for creating and optimizing user interfaces and experiences to enhance player engagement.
 - Conducted iterative design processes, integrating user feedback and analytics to continuously enhance the UX, ensuring a seamless and enjoyable gameplay experience.
- JULY, 2021 - JULY, 2023 • **UX DESIGNER**
[Legio Vox Studios](#)
 - Developed wireframes and prototypes that accurately reflected the desired user experience.
 - Created detailed specifications and documentation for developers to ensure a consistent design across the platform.
 - Collaborated closely with game designers, developers, and artists in an agile development setting. Aligning on design objectives and maintaining synergy throughout the ongoing project.
- JULY, 2020 - OCT, 2020 • **UX DESIGNER**
[Indie Game Project & Self Published](#)
 - Led the end-to-end design process for an indie mobile game project, from concept to release, applying UX expertise to create a captivating player experience.
 - Designed and iterated on user interfaces, gameplay mechanics, and level progression to ensure intuitive navigation and engagement, resulting in a user-friendly experience and positive player feedback.
 - Developed and executed in-game monetization strategies, seamlessly integrating ads into gameplay without compromising the player experience.
- JULY, 2020 - OCT, 2020 • **JUNIOR DEVELOPER**
[ZYGOBOT STUDIO \(FULL SAIL UNIVERSITY\)](#)
 - Designed and coded intuitive in-game menus, enhancing user accessibility and navigation for an immersive gaming experience.
 - Implemented captivating special attacks, elevating the player experience and game dynamics while collaborating effectively with cross-functional teams.

+ PROFILE

I'm Rahul, A designer with experience in both the gaming and UX worlds. I love using my game design skills to create engaging and interactive experiences, and I love using my UX design skills to make those experiences accessible and user-friendly.

+ SKILLS

- UI/UX Design
- Prototyping & Wireframing
- Graphic Design & Typography
- Interaction Design
- Game Design
- Aesthetics and Visual Design
- Quantitative & Qualitative Data Analysis
- Usability Testing
- Game Balancing & Problem Solving

+ TOOLS

- Figma & Adobe XD
- Unity & Unreal Engine
- Adobe Photoshop & Illustrator
- Perforce, GitHub & Unity Collab
- Office 365

+ AWARDS

- Salutatorian Award**, Full Sail University - JULY, 2018
- Advance Achievement Award**, Full Sail University - NOV, 2019

+ GAME JAMS

- NaNoRenO Game Jam**
MAR, 2021 - APR, 2021
- I Can't Write Game Jam**
JUL, 2020 - AUG, 2020