

# RACHEL LEIKER

UI | UX | DESIGN

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rachelleiker.com

@rleiker13

## PROJECTS

### LAWBREAKERS – BOSS KEY PRODUCTIONS UI/UX DESIGNER

Create and implement in-game HUD, messaging events, ability and weapon icons, HUD visibility and accessibility design, and game mode HUD using Unreal Engine 4 UMG system.

NOV 2015

UNREAL 4

LAWBREAKERS.COM

### 404SIGHT – RETRO YETI GAMES USER EXPERIENCE/ARTIST/UI DESIGNER

Over 103,000 downloads on Steam  
Intel University Student Showcase Finalist  
Created concept art, textures, menus, and lighting for the game, as well as user experience and narrative for the gameplay.

MAY 2015

UNREAL 4

404SIGHT.COM

### ABRIENDO PUERTAS – TIERED WORLD STUDIOS 2D ARTIST AND ANIMATOR

Spanish language education game  
Created 2D assets and animations

NOV 2015

C++ / VS 2015

### DOODLE HEALTH – THE GAPP LAB FRONT-END DESIGNER/USER EXPERIENCE

Built the user-facing website in fully responsive HTML5 and CSS. Responsible for creating the user experience including page flow, wireframes, styleguide, and user story.

AUG 2014

HTML5/CSS/PHP

DOODLEHEALTH.COM

### SNOWPLACE LIKE HOME 2D ARTIST AND ANIMATOR/GAMEPLAY DESIGNER/ UI

Created 2D assets and animation, menu and background art.

DEC 2013

VISUAL STUDIO 2013

WINDOWS STORE

## EDUCATION

MEAE MASTERS IN GAME ART MAY 2015  
THE UNIVERSITY OF UTAH

BA COMMUNICATION 2008  
THE UNIVERSITY OF UTAH

## PREVIOUS EMPLOYMENT

UI/UX DESIGNER  
NOV 2015 – CURRENT  
LAWBREAKERS  
BOSS KEY PRODUCTIONS

GRAPHIC DESIGNER  
2012–2016  
ENTERTAINMENT ARTS  
& ENGINEERING PROGRAM  
THE UNIVERSITY OF UTAH

GRAPHIC DESIGNER  
2004–2012  
COLLEGE OF HUMANITIES  
THE UNIVERSITY OF UTAH

VICE PRESIDENT  
(VOLUNTEER)  
2011–2013  
RED RIDERS STUDENT  
MOTORCYCLE CLUB

