

RACHEL LEIKER

UI | UX | DESIGN

RLEIKER13@GMAIL.COM

rachelleiker.com

@rleiker13

linkedin.com/in/rleiker

PROJECTS

UNANNOUNCED- HARDSUIT LABS

LEAD UI/UX DESIGNER

- Design and test the look and functionality of gameplay menus and HUD elements.
- Implement UI functionality, animations, and effects in UE4's UMG system.
- Focus on accessibility and inclusive design.
- Lead a team of two designers in engineering and art tasks.
- Design content for marketing and social media.

MAY 2017

UNREAL 4

HARDSUITLABS.COM

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

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

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

