

Nadia M Carrim

Illustrator - Animator - UX/UI Designer

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SUMMARY

Versatile designer utilizing a strong background in animation and illustration to produce dynamic, high-quality original content for digital interactive media. Enthusiastic team member who thrives in cross-functional environments and actively contributes creative solutions, encourages effective communication and fosters a growth mindset. I seamlessly integrate aesthetics and functionality to deliver exceptional user experiences, which follow user-centered design principles. Seeking new creative projects which bring joy, play and learning to audiences with exceptional digital content.

SKILLS

Artistic and Design Skills

Sketching - Storyboarding - 2D Digital Animation - Motion Design - Hand Drawn Animation - Illustration - Character Design - Prop Design - Graphic Design - User Interface Design - Figure Drawing

UX and Interface Design Skills

User Interviews - Usability Testing - Surveys - Prototyping (paper and clickable) - UX Design Research - Journey Mapping - Affinity Mapping - Competitive Research - User Flows - User Personas - Cross-Functional Design Workshops - Sketching - Storyboarding - Motion Design - Graphic Design - User Interface Design - Rapid Prototyping

Software Tools

Figma - Adobe Creative Suite (Illustrator, Animate, After Effects, Photoshop, Fresco) - Procreate - Spine (Esoteric Software) - ToonBoom

Soft Skills

Effective Collaboration - Team Communication - Project Management - Enthusiastic and Positive - Creative and Imaginative - Problem-Solving - Research Informed Decision Making - Curiosity - Task Prioritization - Visual Communication

PROJECTS

Client Project “[Social Currant](#)” - Graphic Design/Illustration for Website Design - 2023

Worked with a cross functional team of designers, researchers and engineers to design a functional prototype for an in-progress website update for the startup company Social Currant.

- Major Contributions - Graphic Design, Illustration and Icon Designs
- Designed two unique vector graphic illustrations and multiple icon designs
- Adhered to in-house design guidelines and actively sought feedback for improvement
- Participated in Cross-Functional Design Workshops for User Interface Design
- Sketching and Prototyping
- Design Decisions informed by market research into tech-inspired art and icon design

Client Project “CSuite Shop” - Productivity App Design: Calendar, Journal, Mood Tracker - 2023

- Major Contributions - Team Lead and Conducted User Interviews, Lead Sketching and Ideating, Lead Figma Prototyping
- Participated in Cross-functional Design Workshop and Stakeholder Presentation
- UX Research- Competitive Analysis, Affinity Map,
- Interface Design - Sketching, User Flows, Wireframing, Storyboarding, Clickable Prototype
- Design decisions informed by competitive research and data collected from User Interviews

“Med Buddy” - App Design Concept: Workplace Wellness and Mood Tracker - 2023

A ‘Doctor’s Under the Radar’ Wellness App for Healthcare Workers.

- Major Contributions - Team Lead: Scheduled Project Milestones, Daily progress overview and team check-ins, Task Prioritization, Presentation, Lead Usability Tests, Recruiting participants for surveys, tests and interviews
- UX Research- User Interviews, Competitive Design Research, User Journey Mapping, User Personas, Usability Tests
- Interface Design - Sketching, Mid-Fi Prototyping, Cross Functional Design Workshop
- Design decisions informed by competitive research and data collected from User Interviews and Usability Tests

Children’s Animated Shorts - “How Notes Become Music” - 2021 to 2022

Produced a 9-part short animated series targeting young audiences that was projected live on stage alongside a string quartet. Written by Seattle composer Aaron Grad, it tells the story of how musical notes, like people, can have discord, come together in harmony and stand alone as a unique individual.

- Created, developed and refined style guides and storyboards.
- Expertly utilized Adobe Animate for character, prop and visual effects animations.
- Utilized project management skills to develop client-facing schedules which included milestones, presentation dates, and regular check-ins within a specified timeframe.
- Maintained rapport by including the client in creative decisions and ensuring their approval.

iOS Game Character Animation - “Care For Our World” - 2016 to 2017

Collaborated with artists, designers and developers in a cross-functional team to create an interactive app tailored for young audiences. This app was available on iPad and featured an interactive storybook, playset and coloring sheets.

- Sketched and storyboarded character animations for approval from Creative Lead.
- Edited images and prepared assets for seamless integration into Spine.
- Utilized Spine to rig characters and create both looping and on-click character animations.
- Conducted playtesting and served as moderator at live events to gather feedback and enhance the gaming experience.

Game Animation and Enemy Design - “Book of Dreams” - 2014 to 2015

A 2D sidescroller desktop game for audiences over 10 years of age.

- Collaborated with the team to lead the design of 7 whimsical enemy characters.
- Expertly used Adobe Animate for all enemy animations and related visual effects, including multiple attack, idle and hit interactions for each enemy.
- Collaborated with Game Designers to integrate assets into the Unity game engine.
- Conducted playtesting and served as moderator at live events to gather feedback and enhance the gaming experience.

Game Jams

A rapid, themed game creation challenge which fosters creativity, collaboration and quick problem-solving skills within a team of artists, designers and developers.

- Paws In Bloom. 3-day “Cozy Spring” jam.
 - A visual novel for desktop, with a cozy theme.
 - UX/UI Design, Storyboards and Visual Design Mockups
- Super Star Enjoyer. 2-day “Cool Jams Inc” jam.
 - A “pattern matching bullet hell” game theme.
 - Lead Artist - User Interface Designer, Character Artist and Background Illustrator

WORK HISTORY

Freelance Animation and Illustration - 2015 to Current

Collaborated on a wide variety of creative projects as a self-employed designer and artist. Specializing in works that surprise, delight and enliven viewers, players and users. Collaborated on interactive games, short films, client illustrations, and apps.

- Project and Time Management for solo client and collaborative work
- Cross-team collaboration and communication
- Storyboarding, Rigging and Animation
- Illustration and Graphic Design
- Character, Creature and Prop Design
- User Experience and Interface Design. Design decisions backed by research
- Marketing, Printing, Outreach, and Informationals for personal small business

Lantern Press - Production Designer - 2021 to 2023

Fast-paced and detail-oriented production and printing company specializing in wholesale souvenir products and customizable artwork. Employs an Amazon-Prime oriented culture.

- Customized artwork while adhering to both in-house design guidelines as well as client-specific design guides.
- Edited art files and streamlined the production process to deliver exceptional quality products.
- Collaborated with customer support to ensure a clear understanding of customer expectations and deliver exceptional results to surprise and delight the customer.

Team Leader at both Amazon Books and Teavana - 2015-2019

Customer Support Expert and Team Leader at two brand new flagship retail storefronts.

- Opened storefronts as a core team member and leader
- Fast paced, high-stress work environments
- Excellent team building with effective communication and daily check-ins
- Delighted customers with excellent communication, demos, teaching and going above and beyond to solve unique customer experience problems
- Strengthened the brand with optimistic outlooks and keeping up-to-date on new products
- Lead weekly bookstore changeovers and quarterly floor redesigns with other Leads
- Demoed new technologies to customers that integrated with Amazon's ecosystem

EDUCATION

General Assembly

User Experience Design Certificate - Post Graduate Education - 2023

An accelerated educational program that encompassed the theory and practical application of User Experience and User Interface Design methods, then applied effectively to real-world client projects.

DigiPen Institute of Technology

BFA in Digital Art and Animation Class of 2015

Game Development-focused digital art curriculum that offered project-based learning in a wide range of areas, including Character and Prop Design, 3D modeling, 2D/3D animation pipelines, and Graphic/Illustration storytelling techniques.