



# Jourdan Battung



UX/UI Design



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## About

New UX/UI designer with tons of ideas and a passion for producing user-friendly and aesthetically pleasing digital experiences.

Looking for a position where I can apply and grow my skills in user research, wireframing, prototyping, and interface design to create outstanding designs that are user-centric.

## Skills

- Proficient in design tools (Figma, Clip Studio Paint, GIMP)
- Strong understanding of user-centered design principles
- Experience with wireframing and prototyping tools
- Ability to conduct user research
- Excellent visual design skills and attention to detail
- Strong communication and collaboration abilities

## Experience

### NIS America

2017 - Present

QA Tester, Content Moderator, PMA

- QA testing for multiple platforms on titles such as:
  - The Caligula Effect: Overdose
  - Trails of Cold Steel 3 & 4
  - Crymachina
- Experience with working with motion graphics and directing trailers
- Created marketing plans using various budgets for titles like:
  - MONARK
  - The Caligula Effect: Overdose (PS5)

### ELVTR

2023

UX / UI For Gaming

- Learned to shape user experience and practice skills like:
  - Prototyping
  - Flow Charts
  - Wireframes
  - UI Mockups

## Education

UX / UI Certification

ELVTR

2023

College

Chaffey College

2017

Senior High School Graduate

El Camino Real Charter High School

2013

