Ashley Hooper

Austin, Texas

(512) 985-8019

contact@ashleyhooper.com

SUMMARY

Hi there, I'm a product designer and I do UI/UX! I love research, designing, working with developers and artists to create products. I have a background in programming, illustration, design and I love making projects happen. Let's build something together!

WORK EXPERIENCE

Smiling Cat Media (My company) Austin, Texas

Media Designer/Publisher | Jan 2019 – Current

• Developed game design, market research, UI artwork and hired & managed contractors for client

• Built websites, business plans and branding for a Bed & Breakfast (Example)

• Illustrated and published children's books on Amazon for various clients (Example A) (Example B)

Meta 3D Studios Austin, Texas

Game Artist/Game Designer | April 2018 – Aug 2020

• Created technical game design docs for a team of artist and programmers – improved workflow for team significantly. Coordinated with stalkholders and developers to improve project scope and management.

• Created special effects, particle effects, shaders, art, fonts and UI for different clients

Black Hive Studios Austin, Texas

Game Programmer Contractor May 2018 – Nov 2018

• Created various in-game systems, mini maps, menu systems, items, weapons, enemy AI

• Helped connect various systems puzzles, elevators, and more

• Taught co-workers ways to improve code structure which lead to restructuring of most systems

SKILLS

Design: *Figma Trello Slack Notion AirTable Github*

Art: *Adobe Suite/Creative Cloud Affinity Suite Clip Studio Paint Krita Blender*

Programming: *HTML/CSS Javascript C# C++ Python Unity Visual Studio*

PROJECTS

Roguecraft Squadron (2017-2019)

Lead artist and designer for the Steam game

Tech: LÖVE2D, Krita, Photoshop, github

The Maze (2015)

Programmer/artist for a 3D AR maze solo game jam, control your character with your hands

Tech: Leap Motion, Unity, C#, Blender, Photoshop

EDUCATION

Thinkul, Remote Aug 2020- Feb 2021

UX/UI Full Immersion

Created Personas, Empathy Prototypes, Usability Tests and more. Have worked on various projects for apps and websites.

Austin Community College, Austin TX

Game Design, Visual Communication Aug 2010-June 2013

Prototyping, programming, 3D modeling and more

Honors Phi Theta Beta – Alpha Gamma Pi Chapter