

Emily Chen

UI/UX Engineer for Virtual Reality



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Summary

Highly skilled UI/UX Engineer for Virtual Reality with 5+ years of experience in designing and developing immersive VR experiences. Proven track record of delivering high-quality products with a focus on user-centered design and innovative solutions. Proficient in a range of tools and technologies, including Unity, Unreal Engine, and Maya.

Experience

Senior UI/UX Engineer Jan 2020 - Present
VR Studios San Francisco, CA

- Lead the design and development of VR experiences for high-profile clients, resulting in a 25% increase in client satisfaction and a 30% increase in sales.
- Designed and developed intuitive and engaging UI/UX for VR applications using Unity and Unreal Engine
 - Collaborated with cross-functional teams to identify and prioritize project requirements
 - Conducted user research and testing to inform design decisions and ensure user-centered design
 - Mentored junior team members and provided guidance on best practices and industry standards

UI/UX Engineer Jun 2018 - Dec 2019
Virtual Reality Company New York, NY

- Designed and developed VR experiences for a range of clients, resulting in a 20% increase in client referrals and a 15% increase in sales.
- Created wireframes, prototypes, and high-fidelity designs for VR applications using Sketch and Figma
 - Developed and implemented interactive UI components using C# and Java
 - Collaborated with developers to ensure seamless integration of UI/UX design into VR applications
 - Participated in design reviews and provided constructive feedback to team members

Education

Bachelor of Science Sep 2014 - Jun 2018
Stanford University Stanford, CA
Computer Science 3.5/4.0

Certificates

Unity Certified Developer Mar 2020
Unity Technologies
Completed a comprehensive course and exam to demonstrate expertise in Unity development

Unreal Engine Certified Developer Jun 2019
Epic Games

Skills

Unity
Unreal Engine
C#
Java
User Research
User Testing
Wireframing
Prototyping
Communication
Teamwork
Problem-Solving

Languages

English Native
Spanish Fluent

Awards

Best VR Experience Jan 2020
VR Awards
Received award for best VR experience at the VR Awards ceremony

References

John Doe, CEO
Supervisor johndoe@vrstudios.com
Jane Smith, CTO
Colleague janesmith@vrcompany.com

Hobbies

Virtual Reality Development
Gaming
Reading

Completed a comprehensive course and exam to demonstrate expertise in Unreal Engine development
