

# Charlotte Wilkinson

UI Artist & UX Designer

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Edinburgh, EH22 4PP

Computer Arts Graduate, class of '23 Portfolio: <https://www.avperosia.co.uk/>

## SUMMARY

I am a recent Computer Arts graduate with a focus on UI/UX Design and professional experience in Graphics and Digital Design. I strive to create compelling and accessible digital experiences. Proficient in layout, typography, composition, and colour, I possess a strong command of the Adobe Creative Suite, Affinity Suite and some experience working within Figma. I thrive within a team, collaboratively working toward a playable end product. I'm eager to contribute my diverse skill set to elevate user interactions and contribute to creative, user-centric solutions. My specialisation within the animation track has armed me with the fundamentals to create compelling motion graphics.

## SOFTWARE SKILLS

- Adobe Suite; Photoshop, Illustrator, InDesign. Affinity Suite, Figma
- Maya, Blender, Substance Painter, Marmoset Toolbag, Nomad Sculpt
- Unity, Unreal Engine (+UMG), Godot, Ren'py
- Spine 2D, Clip Studio Paint EX, Procreate, Procreate Dreams
- MS Office 365, Google Suite, Apple iWork Suite
- Notion, Trello, Asana, Jira, Miro, MS Teams

## WORK EXPERIENCE

### **Abertay University, Dundee** — *EFYE Conference Assistant*

JUNE 2023

Contributed to pre-conference preparation of university facilities. Actively assisted and guided 320+ international delegates from 24 countries during the conference.

### **Abertay University, Dundee** — *MySuccess Module Assistant*

AUGUST 2022 - MAY 2023

Collaborated with module leaders and university to support first and second-year students in ABE modules. Collected and delivered feedback, contributing to ongoing module enhancement efforts.

### **Abertay University** — *Freelance Graphic Designer (EFYE)*

OCTOBER 2022 - MAY 2023

- Developed graphic and illustrative assets for the European First Year Experience Conference
- Utilised strong interpersonal communication skills, receiving regular feedback from the client
- Worked autonomously and remotely on the project
- Proficiently used Adobe Creative Suite, including InDesign, Illustrator, Photoshop, and Premiere Pro
- Managed the setup of print-ready artwork
- Addressed logistical aspects and documentation within Office 365

### **Abertay University** — *Graphic Design Intern*

MAY 2022 - JULY 2022

- Assisted the Graphics team with a branding overhaul and re-design
- Updated brand guidelines and press kit

- Created various assets and branding elements (email headers, webpage assets etc)
- Set up documents for print
- Developed social media templates
- Prepared media for digital distribution

## EDUCATION

### **BA (Hons) Computer Arts | 2:1** Abertay University, Dundee

SEPT 2019 - MAY 2023

### **BSc Honours Computing IT and Practice | 2:1** Open University

SEPT 2018 - MAY 2020

## NOTABLE PROJECTS

### **Tower of Cat-astrophe — Collaborative Jam Project**

My roles were UI/UX Design, alongside Unity implementation and documentation. I focused on creating branding/marketing materials for the game's page to ensure the page fits the game. Working within Adobe Creative Suite to create all the digital design assets, ensuring they were fit for social and web sharing.

### **Apocaparty — Collaborative Jam Project**

My roles were UI Artist and UX Designer, with some implementation into Unity alongside documentation. I focused on creating branding/marketing materials for the game's page to ensure the page fits the game. Working within the Affinity Suite to create all the digital design assets, ensuring they were fit for social and web sharing. This was a two-week project.

### **Romace — Collaborative Honours Project**

My roles were UX Design, Skeletal Animation and Implementation, alongside documentation, managing socials & creating branding/marketing materials. I also developed and maintained the branding of this game project, which is still under development. The current project online was worked on over three months.

### **Forest Tails — DARE Academy 2022 Project**

Pitched our game concept to an industry panel, who selected our team as one of four finalist teams. My roles were Rigging Artist, Animation, UX/UI & Game Design. Following development, I was also able to showcase the game at EGX London in September 2022, alongside the other DARE Academy finalist teams/games. Alongside this, I was managing socials & creating branding/marketing materials. This was a six-week project.

### **Help Mark Escape — Collaborative Client Project**

Coordinating with the team to plan timelines for the project alongside individual tasks. I was the point of contact between our team and the client. Alongside this, my roles were UX Design, UI Artist, Rigger and Animator. Alongside this, I was managing socials & creating branding/marketing materials. This was a two-month-long project for a real-world client.