

UI / UX DESIGNER

<http://www.annaparmontier.com>

Anna PARMENTIER

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+1 236 982 6677 (CA)
Eligible to work in Canada & EU
(French and Canadian)

WORK EXPERIENCE

SKILLS

UX Design
Wireframing
UI Art & Graphic Design
User research
Implementation

SOFTWARE

Figma
Photoshop
After Effects
Perforce & GitHub

ENGINES

Unreal Engine 4
Unity 4 and 5
XCode & Android Studio

CODE

React, HTML, CSS
Blueprint (UE4)
Can tinker in Java and
Objective-C

STRENGTHS

Love team work
Agile methodology
Curious and driven
Understands the work
of other game
departments

LANGUAGES

French: Mother tongue
English: Fluent
German/Spanish: Basic

UI/UX DESIGNER

Dec '21 - Now Blackbird Interactive (Vancouver, CA) - Full time

Minecraft Legends (Dec '21 - Oct '23) AAA Adventure strategy game, PC and consoles. Proprietary engine

- Design flows, prototype, front end integration for new features. Focus on accessibility and cross-play
- UX for game objectives, gameplay feel feedback on DLC game mode
- UX writing, documentation

Homeworld 3 (Nov '23 - Now) AAA RTS in space, PC developed in UE4

- Design for improvements following publisher user testing
- Blueprint/UMG implementation for UI, bug fixing



UI/UX DESIGNER

Oct '17 - Nov '21 A Thinking Ape (Vancouver, CA) - Full time employee

Party in my Dorm - live ops on 10+ year running F2P social mobile game

- Feature work: Wireframe, UI Art, testing and release plan
- Marketing art, user analysis, survey, UX

Single city - development support on F2P social mobile game

- Wireframe, UI art researches, Unity implementation



CONCEPT ARTIST & UI ARTIST

Mar '16 - Mar '17 V11StudioGame (Mauritius) - Full time employee

Kitty Journey - Mobile puzzle game, **Wild Factions Arena** - Mobile

- Concept Art for characters, Buildings and Landscape
- UI art, assistance on UI/UX
- Documentation, art direction assistance



CONCEPT ARTIST

Jul '15 - Jan '16 ZYNGA (Bangalore, IN) - 6 months internship

FarmVille2 - Facebook game with 800k daily farmers

- High concept and buildings for My Gourmet Farm add-on
- Concept art of buildings for weekly features



GAME ARTIST

Summer 2014 XIWEN Games (Nantes, FR) - 3 months internship

Gourmet Quest - mobile culinary adventure game.

- 2D Backgrounds, transitions, parallax and game objects
- Trailer and in-game video
- 3D assets for point & click



WEB DESIGN & DEV

2009 - 2014 Darius Print (Lyon, FR) - Freelance Web Designer

- Webdesign, content management, customer relationship



EDUCATION

2013-2015
2013

Rubika Supinfogame - Pune (IN) Master 2 Management & Game Art

Srishti School of Art, Design & Technology - Bangalore (IN)

1 semester exchange program in Animation

2008-2012

The High School of Art and Design of St Etienne (FR) DNAP of Art

(bachelor in fine art)

2008

Scientific Baccalaureate 1st Degree diploma (FR) Maths option