



HELLO, I'M

TORI DOMINOWSKI

I'M A UX DESIGNER

 (269) 567-0704  tori.dominowski@gmail.com

PROFILE

UX & Game Designer with years of experience with a specialty in UI tech and scripting. Proficient in all industry-standard software with experience shipping flagship games.

EXPERIENCE

SENIOR UX DESIGNER - (AUG. 2018 - MAR. 2020)

FUN BITS INTERACTIVE - Seattle, WA

Programmed, designed, and implemented full UX overhaul for Squids From Space, a competitive online shooter. Became proficient in Unreal Engine 4 and Blueprint.

SOLE CREATOR - (MAY 2016 - FEB. 2018)

HUMMINGWARP INTERACTIVE - Redmond, WA

Created Secret Little Haven - a game about a teenage girl in 1999 using online communities to come to terms with her identity. Set in an old computer UI, with an entire OS created within Unity with filesystem and window manager. Did UX studies of Windows 98 & Mac OS 9 to create the UI. Top-selling game on Itch.io, GotY on IndieGamesPlus.

PUZZLE & UX DESIGNER - (AUG. 2018 - MAR. 2020)

PRIDE INTERACTIVE - Redmond, WA

Puzzle Designer and UX Designer for Elegy, a 3D Adventure Game. Prototyped several entirely new puzzle systems in Unreal Engine 4's Blueprint language and tested roughly 30 new puzzles over the course of the project. Won a DigiPen award for Best Narrative Experience, and onstage commendation for my puzzle design. Chosen for school showcase at PAX West 2017.

PRINCIPAL UX DESIGNER - (JAN. 2018 - MAY. 2018)

COINAGE LTD - Vancouver, BC

Did UX wireframing and design for a startup finance company. Laid groundwork for the upcoming Material Design web app in Sketch and worked with programming team to plan the structure for the app's code.

PRINCIPAL UX DESIGNER - (MAR. 2018 - MAY. 2018)

SATURN SATIATOR TEAM - London, England

Designed system menu for the Saturn Satiator, a game preservation device for the Sega Saturn. Programmed working prototype and made all graphical assets for the project.

SKILLS

C#
Java
XAML
Unity
Maya
Sketch
Matlab
Balsamiq
Blueprint
HyperCard
Sketchbook
Visual Basic
Adobe Suite
ActionScript
Visual Studio
Puzzle Design
Unreal Engine
Narrative Design
Quality Assurance
App Development
Git / SVN / Perforce
Electrical Engineering
Demographic Analysis

EDUCATION

DigiPen Institute of Technology
2014-2018
Bachelor's of Arts in Game Design

Michigan Technological University
2011-2014
Bachelor's of Electrical Engineering