



## experience

### The Net VR

June 2024 - Present

### UI/UX Intern

- Iteratively designing wireframes to be built into prototypes
- Building low-fidelity prototypes using Figma to visualize and iterate on application designs with positive constructive feedback and in-engine application launch.
- Collaborate with programmers, 3D artists, and executives to ensure alignment of product development for successful application release.
- Managed GitHub repositories to add UI assets and implement them into Unity.
- Follows brand style, ensuring consistency throughout product.

### Imaginary Hamster Studios

May 2023 - July 2023

### Intern Artist-Illustrator + UI/UX Designer

*Lost and Foundry (unreleased)*

- Built wireframes and low-fidelity prototypes resulting in clear user interaction amongst studio.
- Refined wireframes with common UX design methods such as Crazy 8 idea iteration and paper prototyping.
- Built in game interface style ensuring overall style cohesion.
- Illustrated three mockups of UI screens

### The University of the Arts

August 2023 - May 2024

### Game Artist and Developer

*Panda Punch Party*

- Conceptualized and developed the game independently throughout the course of a year.
- Programmed in Unity focusing on UI animation, camera movement, and coding techniques.
- Created low-fidelity prototypes in Figma to plan camera transitions and menu layouts.
- Developed concept art, including splash art, character sprites, iconography, and overall UI style.

### Winter Melon Jam

December 2023

\*72 Hour Game Jam

### Lead Game Artist

*Charm Farm*

- Sole visual artist on a team of four, responsible for creating all visual assets for the game.
- Designed and/or animated character sprites, seamless textures, environment assets, and UI elements (buttons, sliders, GUIs), ensuring a cohesive, charming aesthetic.
- Served as Art Director, guiding the team through visual style decisions and ensuring consistent design from concept to release.
- Used GitHub to push and implement assets, facilitating smooth collaboration and version control within the team.

## portfolio ✦✦

catherine.escarsega.com

## programs/ skills

Adobe Creative Cloud

Unity/Unreal

Basic C#, HTML, CSS

Figma

GitHub

Illustration

UI Design

Wireframing

Prototyping

Motion Design

Iconography

## education

Associates of the Arts  
Studio Arts

Pasadena City College  
2019 - 2021

Bachelor of Fine Arts  
Game Art

The University of the Arts  
2022 - 2024

## awards/ certifications

Game Art Faculty Award

The University of the Arts  
2024

Responsive Web Design  
Certification

freeCodeCamp.com  
2024