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experience

Gaia Nación

Dec. 2024 - Present

Web UX/UI Designer

- Designed and developed responsive websites in Webflow, often under tight deadlines, while maintaining visual polish and UX clarity
- Extracted Webflow code and integrated it into Git repositories, editing HTML/CSS/JS as needed to ensure full functionality across platforms
- Took on the role of lead brand designer for Gaia Nacion and its branches, creating visual identities, logos, and brand guidelines for Gaia Forex and partner organizations like Koala Forex
- Produced comprehensive branding packages including social media assets, presentation decks, and marketing materials
- Worked closely with developers and business partners to align product design with company goals, ensure consistent branding, and support evolving business needs

The Net VR

June 2024 - Present

UI/UX Intern

- Designed wireframes and low-fidelity prototypes in Figma to guide development and gather feedback
- Collaborated with programmers, artists, and executives to align UX with product goals
- Used GitHub to review Unity project progress and implement UI assets via version-controlled branches
- Ensured visual consistency by following the provided style guide

Gamedev.js Jam

April 2025

Game UI Designer/Artist

Sylvanis Spirits

- Designed detailed wireframes and interactive prototypes to plan gameplay flow and validate user experience through early playtesting
- Created and implemented all in-game UI elements, aligning visuals with the lead artist's established art style
- Coded custom Unity scripts to animate UI elements and manage transitions, enhancing visual polish and improving player feedback

Imaginary Hamster Studios

May 2023 - July 2023

Intern Artist - Illustrator

Lost and Foundry (unreleased)

- Building UI wireframes and low-fidelty prototypes for in game screens.
- Practicing common UX design methods such as Crazy 8 idea iteration and paper prototyping.
- Iteratively designing UI styles and screens based off game established style and team feedback
- Illustrating high-fidelity mockups of UI screens

portfolio+

catherine.escarsega.com

programs/ skills

Adobe Creative Cloud

Unity/Unreal

HTML + CSS

Figma

GitHub/GitLab

3D Design

UI Design

Prototyping

Motion Design

Iconagraphy

Basic C#

education

Associates of the Arts Studio Arts

Pasadena City College 2019 - 2021

Bachelor of Fine Arts Game Art

The University of the Arts Summa Cum Laude 2022 - 2024

awards/ certifications

Game Art Faculty Award

The University of the Arts 2024

Responsive Web Design Certifiactions

freeCodeCamp.com 2024