KRISTA TRAMONTI

UX GAME DESIGN

Profile

I am an emerging UX/UI Game Designer with a background in graphic design and project management. My unique skill set allows me to create engaging and immersive player experiences through visually stunning and functional interfaces.

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✉ kristanoelle26@gmail.com

📍 Greater Boston, MA

🌐 knt-art.com

EXPERIENCE

POST PRODUCTION COORDINATOR
Condé Nast Entertainment | 2021-Present

• QA all assets before publication and ensure all necessary media, assets, and documentation are turned in to Post after every shoot
• Assist Post Production Supervisor with scheduling and project tracking to meet deliverables and deadlines
• Onboard new editors, manage credentials for internal accounts, and provide progress updates and completed deliverables to stakeholders

FREELANCE DESIGNER
Self Employed | 2021-Present

• Provide various design and animation services primarily using Figma, Premiere Pro, Photoshop and Illustrator
• Maintain positive and engaging client/designer relationships

DIGITAL PRODUCTION ASSISTANT
WGBH Education| 2019-2021

• Created web content including logos, banners, and feature images for PBS LearningMedia
• Rendered graphics based on scientific resources and academic papers for educational resources to accompany shows such as Arthur, Pinkalicious, and Molly of Denali.
• Created STEM classroom content in partnership with NASA
• Edited videos, added overlays, tracked entries in FileMaker, and managed content for LearningMedias CMS

EDUCATION

UX CERTIFICATE
UX and UI for Gaming
ELVTR Remote Courses

BACHELOR OF ARTS
Studio Art + Film and New Media
Wheaton College, MA

SKILLS

- UX Design Thinking
- UX Research + Synthesis
- Wireframe Creation
- Graphic Design + Animation
- Problem-Solving
- Figma
- Adobe Creative Suite
- Strong Communication Skills
- Project Management