

# NICOLE MOLLER

# GAME DEVELOPER & UX/UI DESIGNNER

# **ABOUT ME**

I am a video game development engineer, passionate about creating user-centric applications and experiences.
I also have experience in the areas of product design and customer relationships.

#### CERTIFICATIONS

- Agile Explorer **IBM Certification**
- Enterprise Design Thinking **IBM Certification**
- Media and Entertainment Industry Foundations **IBM Certification**
- Level B2 First Certificate in English,
   Cambridge University

# CONTACT

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# **RESUME**

# **SOCIAL MEDIA MANAGEMENT**

FREELANCE | Sep 2021 - Current

- Management and creation of Social Media Content
- Social Media Creation and Digital Bussiness Migration through known technologies such as Facebook, Wix, WhatsApp Business.
- Digital Business Management.

#### **UX & UI DESIGNER - INTERSHIP**

IBM México | May 2019 - May 2020

- Creating UX Personas
- Prototyping
- Creating User Flowcharts
- Static Mockup Design
- Creation of product tours
- Creation of executive presentations
- Creation of educational video game for employee base training.
- Project Leading using Design Thinking.

# DIGITAL MARKETING AND SOCIAL MEDIA MANAGEMENT

HELICOM | 2016 - 2017

- Creation of posts for Social Networks
- Management of Corporative Social Media
- Creation of business ad designs for corporative website and corporative email

# **EDUCATION**

#### Universidad Tecnológica de México

Master Information Technology Security | 2021 - Current

• Master Degree on Information Technology Security

#### Universidad del Valle de México

Digital Animation and Videogame Development Engineering | August 2016 - December 2020

- Mobile Application Development, **Unity**
- Mobile and PC videogame development,
   Unity, Unreal Engine & Blender.
- 3D Modeling, Blender, Maya.
- Render, Maya, Blender, Marmoset Toolbag.
- 2D Animation, After Effects.
- Textuting, Substance Painter.
- User Interface Design, Illustrator, AdobeXD, Figma & InVision Studio.

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