



# KIM BOURRIE • UI/UX DESIGNER

I am a multi-disciplined UI/UX Designer, with over 21 years of experience in graphic design, web design, motion graphics, mobile app design, photography, 3D sculpting, and game design. With ninja fast mouse reflexes and multitasking skills like a Redbull-infused octopus, I can get work done quickly and efficiently. I am available to work on-site (within the Salt Lake City area) or remotely from my fully equipped home office. I cover the entire UI process including wireframing, UX, design, production, animation and UI implementation directly in Unity. I also have a deep understanding of 3D Printing and own a few printers for toy production purposes.

## PROFICIENCY

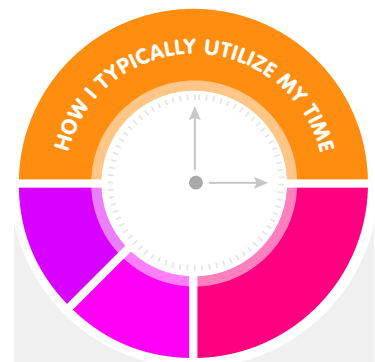
Visual Design	21 YEARS	Graphic Design	21 YEARS
User Interface Design	17 YEARS	Motion Graphics/Video Editing	13 YEARS
User Experience Design	15 YEARS	3D Modeling (ZBrush)	5 YEARS

## EXPERIENCE

- 2008 - NOW ● KIMBOLT INC  
UI, UX, Prototyping, Wireframing and asset creation for Magic the Gathering, Lord of the Rings and other clients. Also provided Motion Graphics and Graphic Design projects for various clients.
- 2012 - 2015 ● EA GAMES, UI DESIGNER  
UI, UX and icon Design for Minions Paradise, The Sims, TetrisBlitz, Monopoly, clue and several other products.
- 2007 - 2008 ● CONTROL 4  
UI, UX and icon Design for several home and hospitality automation products
- 2004 - 2007 ● LDS CHURCH  
Motion Graphics Designer, Mobile app designer, Website Designer, Photographer, Animator, Kiosk Designer
- 2003 - 2004 ● BOEDE PARTNERS  
Production Artist, Animator, Interaction Designer
- 1998 - 1999 ● iCENTRIS, uSIGHT  
Art Director, Interaction Designer, Animator
- 1998 - 1999 ● marchFIRST  
Production Artist, Animator, Interaction Designer
- 1998 - 1999 ● EURO RSCG DSW PARTNERS  
Production Artist, Animator, Interaction Designer
- 1998 - 1999 ● DAYSTAR COMMUNICATIONS  
Production Artist + Web Designer

## SOFTWARE

	Photoshop	21 YEARS
	Illustrator	20 YEARS
	Adobe Xd	1 YEAR
	Invision	5 YEARS
	Unity	6 YEARS
	ZBrush	5 YEARS
	AfterEffects	13 YEARS
	InDesign	11 YEARS



- 50% UI DESIGN**  
Layout, Styling, Skinning, Typography, Color
- 25% UX DESIGN**  
Site-mapping, wireframing, Prototyping
- 15% ILLUSTRATION**  
3D modeling, icon creation
- 10% MOTION GRAPHICS**  
Animation, editing, etc

# WORK SAMPLES

