

Diamonick Dunn

UI/UX Designer

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SUMMARY

- UI/UX designer with 6+ years of proven experience designing high-quality visual assets for static and interactive projects (games, print, social media, proposals, presentations) with expertise in Adobe Creative Suite (Photoshop, Illustrator, InDesign) and Figma.
- Proven track record of designing 100+ responsive UI elements (buttons, icons, menus) and implementing intuitive UI/UX solutions, utilizing Unity, C#, Adobe Creative Suite, and Figma to enhance the overall user experience by 30% and minimize UI development costs by 40% across 4+ XR projects for 4+ years.

SKILLS

Design Tools: Figma, Adobe Creative Suite (Photoshop, Illustrator, InDesign), Canva
Techniques: UI/UX design, interaction design, visual design, front-end development, typography, wireframing, user flows, version control
Programming: Visual Studio, Git, GitHub, Unity, C#, HTML, CSS, JavaScript, Tailwind, GSAP
Project Management Tools: Jira, Asana, Slack, Microsoft Teams

WORK EXPERIENCE

Monster Theater | Baton Rouge, LA May 2024 - Present
UI/UX Designer

- Overhauled Atomic Owl’s UI navigation system, making it fully compatible across 10+ input devices utilizing Unity and C#, leading to a 40% increase in menu usability.
- Utilized Adobe Illustrator and Figma to redesign 100+ responsive UI assets (text, buttons, icons, modals) for Atomic Owl, increasing user interface consistency across screen sizes and devices by 25%.
- Collaborated with Lead Programmer to seamlessly translate 6+ high-fidelity wireframes into a codebase that implements custom menu interactions and animations for Atomic Owl, improving the design-to-code workflow by 35%.

King Crow Studios | Baton Rouge, LA June 2021 - Present
UI/UX Designer

- Collaborated with the Chief Architect to implement UI/UX solutions that align with the company’s brand guidelines, enhancing the user experience by 30% across 4+ XR projects.
- Coordinated with Executive Assistant to design high-quality custom graphics, icons, typography, and project proposal templates in Canva for 3+ external clients valued at \$20K - \$75K.
- Designed and implemented responsive UI elements across 3+ training modules for a robust VR training suite named S.T.E.P.S, utilizing Unity, C#, Adobe Creative Suite, and Figma to minimize UI development costs by 40%.

King Crow Studios | Baton Rouge, LA July 2019 - June 2021
Game Designer

- Balanced multidisciplinary roles (UI/UX, game design, 2D art, programming) in tight deadlines, delivering newly implemented gameplay features 30% ahead of schedule consistently.
- Liaised with the Lead Programmer to implement multiplayer features and write well-documented code in C# to improve game performance by 25%.
- Collaborated with the QA team to deploy 2+ development builds weekly to troubleshoot 100+ bug reports during QA and post-launch, reducing the number of bugs reported by the QA Specialist by 50%.

EDUCATIONS & CERTIFICATIONS

Louisiana State University | Baton Rouge, LA August 2016 - December 2020
Bachelor of Science (B.S.) - Computer Science

Figma UI UX Design Essentials February 2024
Unity VR/XR Developer: Make Immersive VIRTUAL REALITY Games January 2024
Unity Certified Associate: Game Developer October 2021