

Sana Afreen

Game UX/UI Designer

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SUMMARY

Game UX/UI designer with an M.S. in Human-Computer Interaction. I design interface systems, interaction flows, and 3D assets for games and interactive narrative experiences — grounding every visual and structural decision in research. Shipped work across adventure, comedy, serious game, and narrative genres, with hands-on experience in Unity, Unreal (UMG), Figma, Nomad Sculpt, and cross-functional team environments.

EDUCATION

M.S. Human-Computer Interaction | DePaul University, Chicago IL

November 2025

GPA: 3.83 / 4.0

B.S. Information Technology | Jawaharlal Nehru Technological University, Hyderabad

SKILLS

Design: Game UI/UX · Wireframing · Prototyping · User Flows · Interaction Design · Visual Design · Design Systems · Iconography & Illustration · 3D Asset Design · Accessibility (WCAG) · Narrative Architecture

Tools: Figma · Unity · Unreal Engine (UMG) · Blender · Nomad Sculpt · Twine · Ren'Py · Adobe Creative Suite · Procreate · Miro · Optimal Workshop · UXArmy · Jira · HTML · CSS · JavaScript

Research: Semi-Structured Interviews · Usability Testing · Heuristic Evaluation · Tree Testing · Card Sorting · Affinity Diagramming · Persona Development · Journey Mapping · A/B Testing · Literature Synthesis

Frameworks: Self-Determination Theory · Cognitive Load Theory · Affective Computing · Trauma-Informed Design · Triadic Game Design · ELSI Principles

GAME & UX DESIGN EXPERIENCE

UX/UI Designer & 3D Artist | Gamementors — White Magic Jack (third-person narrative game, in production for Steam) *May 2026 – Present*

- Lead UI/UX design in Unreal Engine for a narrative game exploring virtue, moral choice, and redemption — HUD architecture, multi-state menu systems (title, countdown, pause, success, defeat), and gameplay interface flow
- Designed collectible card system with rarity tiers (SSR/SR/R), diegetic spellbook inventory, and pre-duel loadout screens — including 10+ hand-illustrated virtue icons
- Design 3D game assets (environment props and gameplay objects) in Nomad Sculpt — modeled from reference through final render-ready pieces, including draped cloth surfaces and dentil-detailed poker chip sets
- Learning Unreal Engine UMG for native UI implementation and in-engine integration
- Collaborate with a cross-functional team of 11–12 across design, art, narrative, and engineering on gameplay interface decisions

UX/UI Designer & 3D Artist | Boom! Haunted — Comedy Horror Game

Sept 2025

- Led full interface design pass in Unity — title screen, HUD, controls overlay, pause, and win/fail states — from paper sketch through digital wireframes
- Designed game feel into every screen: diegetic ghost-panel frame, scare meter HUD, hand-drawn aesthetic matching the comedy-horror tone
- Iterated UI layout based on team review — repositioned HUD elements for clearer left-to-right readability
- Created low-poly NPC character models in Blender, optimized for animation and game-ready rigging
- Collaborated across design, narrative, and engineering teams; led usability testing on first external playtest for controls clarity and comedic timing

UX/UI Designer & Narrative Systems Architect | Space Odyssey — DePaul x Chicago Refugee Coalition

April – Nov 2025

- Designed narrative-first UI systems for a sci-fi visual novel; project featured by DePaul College of Computing & Digital Media
- Independently researched forced displacement systems to ground speculative fiction in real-world relevance
- Structured branching choice architecture to reinforce player agency and thematic resonance
- Self-taught Twine in under 24 hours to deliver a functional prototype under a high-pressure deadline

UX/UI Designer & Narrative Architect | Redress — DePaul x UCSC History Department

June – Nov 2025

- Designed complete Figma UI system for an interactive narrative on Japanese American incarceration during WWII
- Developed wireframes and clickable prototypes for inventory, map, save/load, and codex systems
- Aligned UI behavior with historical accuracy and narrative pacing
- Applied accessibility-first design principles across all interface elements
- Collaborated with historians from UC Santa Cruz to embed archival material into gameplay

UX Research Lead | SpellStep — DePaul Capstone Studio

Sept – Nov 2025

- Led mixed-methods research for a gamified task-initiation app for neurodivergent users — 5 interviews, 6-theme affinity diagram, 86.25% tree-test success (UXArmy), 2 prototype rounds (removed a 0%-comprehension feature after Round 2); grounded in Self-Determination Theory