

Ava Arnett

UX Designer

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Work Experience

DES101 TA - DigiPen Institute of Technology, 08/2023- 12/2023

DES260 TA - DigiPen Institute of Technology, 01/2025 - 04/2025

Spirit & Soul - Asset Lead, 01/2023 - 04/2023

On this project I was responsible for all audio and art asset creation, as well as conveying player mechanics through menus and UI. In this process I primarily used Famitracker, a free DAW specifically recreating retro console audio; as well as Aseprite for 8bit and 16bit pixel animation and sprite art for all assets in the game. Outside sources were used for the powerup collection sound, but otherwise every piece of audio and visual in the game was created by my hand in a span of 3 months part-time.

Digging Deeper - UX Lead & Design Lead, 08/2023 - 04/2024

On this project I was in charge of managing and distributing workload for the design department along with my Systems lead and Junior Producer, Kieran McKee. Beyond that, I handled the UI design, and corrections for art assets, as well as all sound effects in the game and their relative mixing. Audio was sourced from a contracted library and tweaked manually, and art assets aside from the UI (which were by hand by me) were a combination of free level asset libraries and Kieran McKee's turret art.

Tea Time's Over - UI Designer, 08/2024 - Current

On this project I have been the primary UI designer throughout development. As the team has grown in the past two semesters, other UI staff have been brought on, and in our current pipeline I am generally the UI concept and wireframe specialist, while other members of our team handle art cleanup and implementation respectively. My presence can be seen in the HUD design, and especially in the upgrade Level Up screens, with the way upgrades are conveyed on the HUD being entirely my own work.