

Irene Leung

UX/UI Designer

206-697-4039 | leurenee@gmail.com | www.irene-leung.com | linkedin.com/in/irene-leung2024

Skills

Design: UX Design, UI Design, User Research, Website Design, Wireframing, User Flows, Prototyping, Product Design, Usability Testing, Interaction Design, Information Architecture, Site Architecture, Visual Hierarchy, Design Systems, Iconography, Logo Design, Level Design

Engines: Unity, Unreal Engine 5

Tools: Figma, Canva, Microsoft 365, Adobe Photoshop, Procreate, GitHub, Perforce

Projects

Small Business Website Design | Personal Project | Figma

Jan 2026 - Present

UX/UI Designer & Product Designer

- **Designed** a **high-fidelity** Figma prototype for **starandgems**, creating a clearer shopping experience across intuitive browsing, product details, cart, and checkout screens
- **Gathered** feedback from **20+ users/customers** through **surveys** and **interviews** to **identify** friction points in product discovery, item comparison, purchase confidence, and navigation clarity
- **Created 3 user personas**, a **mind map**, and **wireframes** to organize site content around different user behaviors, including browsing, comparing, and single-item purchasing
- **Applied competitive research** to **refine** product page hierarchy, breadcrumbs, category navigation, trust signals, scalable item listings, and CTA button placements

Clawmi | Personal Project | Figma, Unity

Mar 2025 - Present

UX/UI Designer

- **Collaborated** with a **programmer** to **design** and **prototype** a **2D mobile** claw-machine game in **Unity** focused on short play sessions, rewards, collection, and room customization
- **Conducted user research** with **15+ survey participants** and **created personas** to define casual and customization-driven players
- **Created 30+ wireframes**, **user flows**, and **translated** into **Unity** to **refine** core gameplay screens, navigation, reward feedback and collection features
- **Designed icons**, **buttons**, and **UI feedback states** to **improve clarity** and **visual consistency** to help users understand, rewards, collection progress, and room customization features

Astro Odyssey | Academic Project | Unity | Custom Engine

Sep 2023 - Apr 2024

UX/UI Designer & Level Designer

- **Designed player facing UI** and level experiences for a 1 year 2D sci-fi shooter on an **8-person** team, **focusing** on onboarding clarity, navigation, and **gameplay readability**
- **Created UI wireframes** core game screens, including HUD, main menu, pause menu, end state screens
- **Prototyped** inventory UI in Unity and iterated through **3 designs** based on **playtesting feedback** to improve **visibility** and **reduce** interaction steps
- **Improved** first-time player onboarding by **designing 2** level rooms with companion prompts, animations, and spatial cues for movement and objective clarity

Education

DigiPen Institute of Technology

Apr 2026

B.A. Game Design | Specialized in **UX/UI Design** and Level Design

- Dean's Honor List, Fall 2024, Spring 2025, Spring 2026