

SKILLS

WEB / UI DESIGN

Photoshop
Flash
InDesign
Javascript/jQuery
(X)HTML/CSS
Dreamweaver
Wordpress/Joomla

HCI METHODS

Storyboarding
Usability Testing
Heuristic Evaluation
Flash Builder
Flex 3.5 / MXML
Contextual Diagrams

GAMES

Interactive Narratives
Java
Actionscript
Drawing, Painting
Rational Level Design
Maya
Flixel
Unity

EDUCATION

CARNEGIE MELLON UNIVERSITY | Dec. 2012

B.A., Creative Writing with an additional major in Human-Computer Interaction
Graduated with University & College Honors

EXPERIENCE

GAME DESIGNER AT MICROSOFT STUDIOS | Feb 2013 - Present

- **Collaborate** with an internal team of designers & producers within Microsoft Studios' Xbox Live Arcade and Windows 8 game groups to design and deliver next-gen game experiences.
- **Handle a variety of design tasks**, including UI design & mockups, core feature design, character development, VO writing, documentation, web development, and more
- **Review incoming builds & pitches** from our 3rd-party partners to ensure they exceed our quality bar, offering design support where necessary

NARRATIVE DESIGN INTERN AT MICROSOFT STUDIOS | Summer 2012

- **Wrote content, scripts, one sheets, and pitches** for new IP and transmedia worlds.
- **Wrote text and VO** for "Avatar Motocross Madness" (2013) and a series of comic book scripts for a cancelled transmedia property.

DESIGN INTERN AT ELECTRONIC ARTS | Summer 2011

- **Designed and programmed** a new Maxis website from the ground up; duties included visual and graphic design, image slicing, creating comps, and writing clean, standards-compliant code.
- **Designed and implemented** an internal data visualization tool running on surfaced API data for use with an upcoming unannounced PC title.

RECENT SIDE PROJECTS

Where is the Button for Love? - Designer, Artist | Summer 2013

Pitched, co-designed and released a 60-second game for Molyjam 2013 in which you play as a single mother trapped inside a giant robot. Written up by Rock Paper Shotgun, Kotaku, and others, playable on Kongregate or at (www.katiechironis.com).

My Life is Yours - Designer & Writer | Spring 2012

In a group of 4, helped design, produce and write for a short puzzle platformer based around the tale of Orpheus and Eurydice. Won the People's Choice Awards at Global Game Jam 2012 and a JayIsGames Game of the Year nomination. Playable on Kongregate or at (www.katiechironis.com).