### **KEVIN BARRIOS**

he/him

### EXPERIENCE

UI/UX Contractor | Speakflow

June 2023-Present

Speakflow is an online teleprompter startup. I analyze user data, write product documentation, conduct product testing, conduct customer interviews, and propose solutions to the lead developer using UI/UX mockups.

### Research Assistant | UPLIFT Collaboratory Group

#### 2022–2023

I worked closely with others to conduct research that aimed to leverage marginalized identities. This involved attending weekly lab meetings to discuss research literature and managing data collection, statistical analysis, and interpretation to support our research efforts.

### Game Designer | Wefiends Inc.

2011–2017

Co-founded Wefiends Inc., a small game development studio. The studio won a competitive incubator grant from Joystick Labs Inc. and produced several successful casual mobile games. My day-to-day responsibilities included conceptualizing game ideas, designing levels and mechanics, writing documentation, creating art assets, playtesting, debugging, and collaborating with other team members. I also had involvement in project management and business operations, ensuring that project goals were met for clients.

Shipped Titles Sheepy (iOS) Sushiboy (iOS, Mac) Sushiboy Thunder (iOS) Hunger Crunch (iOS) *Best Game for Good Facebook, 2015* Dandy (PC, Mac, iOS) Super Limber (iOS) Mmmonster (iOS) kevinbarriosgames.com kevinbarriosgames**@**gmail.com

# SKILLS

Game and Product Design Level Design, System Design, Documentation, UI/UX, Data Analysis, Project Management

#### Creative

Animation, 3D Modeling, Illustration, Graphic Design

### SOFTWARE

**Creative** Adobe Suite, Blender, Miro, Figma

**Engines** Unity, Unreal Engine, Godot

**Data Analysis** SPSS, Excel

# EDUCATION

California State University, Northridge

2021–2023

B.A. in Psychology, Minor in Art, Magna Cum Laude

#### Glendale Community College

2019–2021

Associate of Psychology, Associate of Studio Art, Graduated with Honors

### LANGUAGES

English Spanish