

UX DESIGNER

AMELIA CURLEY

[amyium4\[at\]gmail.com](mailto:amyium4[at]gmail.com)

[\[link to Portfolio\]](#)

RELEVANT EXPERIENCE

UX/UI DESIGNER UNIVERSITY OF UTAH (SOFTWARE DEVELOPMENT CORE)

2025 (ONGOING) | SLC, UT

STAKEHOLDERS: researchers, programmers, designers, artists, patients

- Audited Software Suite for accessibility and brand identity, and provided functional prototypes with necessary changes clarifying their brand with UX
- Used info arch to provide redesign wireframes with more intuitive user flows and provided custom UI assets matching brand identity
- Created full HUD design with blend of diegetic and non-diegetic UI integration, using motion graphics to demonstrate design direction and integrating their theme into the game play naturally

SOFTWARE ENGINEER UNIVERSITY OF UTAH (HUMAN GENETICS)

2021 (ONGOING) | SLC, UT

STAKEHOLDERS: molecular medicine department, human genetics department, researchers, clinicians, programmers, admin, artists, students

- Set up headless CMS to manage 20+ lab websites, relieving alarm fatigue in admin staff and increasing usability in maintenance of digital assets
- Brought all department managed digital assets up to ADA and WCAG 2.2 AA standards of federal accessibility requirements for university compliance
- Built custom websites directly for lab teams, guiding their vision with design thinking and front-end development directly into server dockers

3D ANIMATOR GARVAN INSTITUTE OF MEDICAL RESEARCH

2019 (FEB- JULY) | SYDNEY, AUS

STAKEHOLDERS: Hinckley Internship, Biochemical researchers, data visualization programmers, patients, medical students, post docs

- Researched effective ways to visualize complicated tumor mutation for patient education, overall improving medical literacy against cancer misinformation
- Customized 2D/3D assets design of extracellular matrix and pancreatic cells for AR and Web interface, allowing researchers to use more complex data models
- Articulated the creative and technical aspects of biomedical animation in research, educating 100 + researchers on effective communication with graphics

SKILLS

Human Factors Engineering
Human Computer Interactions
Accessibility UX
Design Thinking
User Experience Design
User Interface Design
Information Architecture
Front-End Development

DELIVERABLES

User Flows
Wireframes
Accessibility Audits
Rapid Prototyping
Data Visualization
Usability Testing
Graphic Design
Concept Art
Motion Graphics
HTML/CSS/JavaScript

SOFTWARE TOOLS

Figma
Affinity Designer
Unreal Engine
Autodesk Maya
Procreate
Penpot
Trello
Photoshop
Illustrator
After Effects
Premiere

EDUCATION

BSc in Medical Animation

University of Utah | SLC, UT
Dean's List (GPA: 3.844)