

Jay Narin

Curriculum Vitae

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Profile

I like to consider myself an outside-the-box thinker, with a huge appreciation for the weird and unique. This is something I try to implement in my design decisions. Sometimes we just need to take a step back and look at a problem from a different perspective.

I love horror manga, building Gunpla, playing video games and (attempting to learn) skateboarding.

Skills

- UX Design
- UI Design
- Wireframing
- Rapid Prototyping
- User Testing
- User Research
- Storyboarding
- Sketching
- User Flows
- Onboarding
- Ideation and Iteration

Software Proficiencies

- Unreal Engine
- Illustrator
- Adobe XD
- InDesign
- Miro
- Jira
- Confluence
- GitHub

Although my passion lies with UI and UX design, I am eager to bolster my already expanding knowledge in areas I have an understanding of such as 3D modelling, technical UI art and technical design.

Education

Teesside University

MA Games Design

January 2022 - January 2024

Grade: Distinction

Northumbria University

B.A. Interaction Design

September 2017 - July 2020

Grade: 2:1

Work Experience

Dink

UI/UX Designer

2023

- Created various UI assets for their upcoming game *Dutch Maximus: Out of The Toy Box*
- Implemented UX methodologies to create a cohesive user experience for their projects
- Created UI art assets for various scenes of the CBBC series, *Lagging*

Northrak

UI/UX Designer

January 2023 - April 2023

Hired through my advanced practice module as an intern, I worked closely with employee's at Northrak to create UI art as well as implementing UX design practices for an unannounced title.

- Created a multitude of high quality UI designs, from concept to implementation.
- Implemented beneficial UX design decisions to enhance the players experience.
- Worked within a professional and industry standard level by utilising collaborative tools such as Jira and Confluence to record my progress during the internship.
- Took part in a variety of networking events, representing Northrak.

Komodo Digital

UX Designer

January 2019 - February 2019

Utilising various UX design principles, my team, alongside Komodo Digital employees, created a student finance repayment prototype app for iOS. The goal was to help current students and recent graduates understand their student loan commitments.

Achievements

- Worked alongside Dink and the CBBC to create graphics for one of their tv shows, *Lagging*.
- Created promotional material for the Drink Devs Game Jam, one of the biggest game jams hosted at Teesside University with over 170 participants, ran by Dink.
- Came 1st place in the 2024 DreadXP Extraterrestrial Terror Jam.