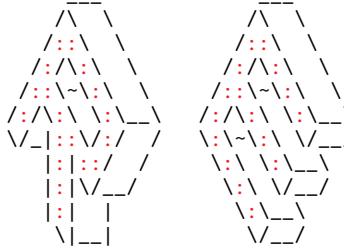


RUTHIE



EDWARDS

EDUCATION

M.S., Experience Design
VCU Brandcenter

B.F.A., Kinetic Imaging
Art History Minor
VCU

ACCOMPLISHMENTS

Red Bull Mind Gamers
Game Design Finalist for Bee/Line (2018)

MAGFest Speaker
Led panels and gave talks on
video games + accessibility (2019-2024)

Boyko Scholarship
VCU Brandcenter

40+ Game Jams
Ludum Dare, Global Game Jam, etc.

TOOLS

Figma ⚡ Adobe XD ⚡ Illustrator
Mural ⚡ Miro ⚡ InDesign
After Effects ⚡ Photoshop
Unity ⚡ Godot ⚡ HTML/CSS/JS

EXPERIENCE

UX Designer
WONGDOODY - NYC
(2019 - present)

Designing human-centered experiences for web, mobile, and enterprise. Clients: Apple, Google, Rite Aid, Verizon, Novartis, Torrid, Citizens Bank, Hatch, Nu Skin, Allied World, and more.

Adjunct Professor
School of Visual Arts - NYC (2022 - present)
Teaching classes on digital + interactive design, including Figma, InDesign, and After Effects

UX Intern
SS+K - NYC (2018)
Designed websites, experiential marketing, and a video game about voter suppression. Clients: Comcast, Samsung, Wells Fargo

Freelance Motion Designer
Richmond, VA (2010 - 2019)
Designed and animated 2D graphics
Clients: SanDisk, Toyota, Overheard, vitaminwater

SKILLS

UX ⚡ UI ⚡ Prototyping ⚡ Game Development
Workshops ⚡ Wireframes ⚡ Visual Design
User Research ⚡ Journey Maps ⚡ Leadership
Illustration ⚡ Animation ⚡ Code ⚡ Talks