



# CAMILLE DODSON

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Highly motivated and passionate Senior UX Designer/Manager with a B.S. degree in Computer Science and a background in art, mobile, web, and games. Ready to join your multidisciplinary team and rally the troops with collaborative design, user testing, and rapid iteration.

## Skills

Lead UX/UI Designer	Adobe Photoshop	Analytics Research/Design
Mockups, Research	Adobe Illustrator	Scrum/Agile Methods
Prototyping, User Testing	HTML, CSS, JavaScript	Scheduling/Workflow
International Contact	App Publishing	Multidisciplinary Team Lead
Stakeholder Collaboration	iTunes/Google Play Store	Proposals & Budgets

## Senior UX Designer - ikeGPS

New Zealand, 2014 - Present

**Spike** (iOS/Android) - the world's first laser accurate Smartphone measurement device.

Leading user testing, design mockups, documentation, prototypes, and collaboration with the team and international stakeholders. Driving a prioritized backlog of UX stories & issues.

- Initiate design research, gather feedback, create mockups, & iterate
- Conduct fortnightly user testing sessions in the field, with video & reporting for the team
- Creating and managing the company's UX processes and best practices

## Product Manager - PikPok

New Zealand, 2012 - 2014

**Robot Unicorn Attack 2** (iOS/Android)

**Halos Fun** (iOS/Android)

**DreamWorks Dash n Drop** (iOS/Android)

**Plus two unannounced titles**

Led fast paced mobile app development teams. Directed concurrent projects, maintained budgets, and headed continual live updates with changing resources. International client liaison.

Responsible for multilingual titles with over 14 million downloads and hit #1 in the App Store.

- iOS/Android mobile games
- Researched analytics / metrics
- Managed multiple teams and products
- Liaison with Adult Swim & DreamWorks
- Reacted to user testing results
- Focused monetization from ads & IAP

## Senior User Interface Designer - LEGO/NetDevil

Colorado, 2007 – 2011

**LEGO Universe** – Massively Multiplayer Online Game for PC/Mac

The LEGO Universe MMO had 130+ developers and a live service supporting 2 million players.

- Led the UI team to create a fun yet sophisticated interface for a fully featured game for kids
- Worked with international clients in Europe and traveled for collaboration/user testing

## Additional Experience

Owner & UX Consultant 2011 – 2012 2014	SuperCami, LLC	<ul style="list-style-type: none"><li>• College curriculum gamification consulting</li><li>• Project Jigsaw, iOS/Android social app</li><li>• Wits &amp; Wagers, iOS/Android game</li><li>• HTML, CSS, JavaScript, jQuery</li></ul>
Designer & Developer 1999 - 2007	Indie Flash Games <a href="http://www.supercami.com">www.supercami.com</a>	<ul style="list-style-type: none"><li>• Designer &amp; programmer of over 30 indie games, animations, &amp; FX</li><li>• Contract work on websites &amp; games</li><li>• C++ &amp; Flash ActionScript programming</li></ul>
Web Interface Design 2001 - 2002 2005 - 2007	Center for Lifelong Learning & Design at CU Craft Technology Lab at CU	<ul style="list-style-type: none"><li>• UI design, art, user testing</li><li>• 3D Printing, laser cutting, e-textiles</li><li>• Teaching Assistant</li><li>• HTML, ActionScript programming</li></ul>
Web Interface Design 2006	Circadence	<ul style="list-style-type: none"><li>• UI design &amp; website maintenance</li><li>• Flash ActionScript programming</li></ul>

## Education

B.S. Degree, Computer Science	University of Colorado at Boulder, 2007
Certificate, Technology, Arts & Media	University of Colorado at Boulder, 2007

## Achievements

Presenter – TePapa Game Masters, NZ, 2013	3D Printing & Laser Cutting – CU, 2005 – '06
Presenter – PikPok Developers Con, NZ, 2012	Student – Japanese Language I – CU, 2000
Scrum/Agile Training – various courses, 2007 – '12	Student – Japanese Film & History – CU, 2001
Board Member/Volunteer – Out Boulder, 2009 – '12	DigiPen Game Making Summer Course, 1999
Leader – Women's Group at LEGO, 2011	
Presenter for LEGO – San Diego Comic-Con, 2010	Attendee:
President – Media Art Club at CU, 2006 - '07	Game Developer's Conference, 2014, '12, '09, '07
President – Game Developer's Club, 2004 - '06	WebVisions UX Conference in New York, 2012
Engineering Dean's List, 2006-'07	Colorado Learning & Teaching w/ Technology, '11
Engineering Expo Award – BioKid Game, 2007	Women in Computing Conference, 2008
Engineering Excellence Funding for GDC, 2007	Interaction Design & Children's Conference, 2006
IGDA Scholar – International Winner, 2007	Coleman Conf. for Cognitive Disabilities, 2004