



808-348-6258



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LINK: [CLICK HERE](#)



SKILLS

- Communication
- Design Thinking
- UX Design
- UI Design
- Transparency
- Data Privacy



METHODS

- User Interviews
- Survey Design
- Observations
- Focus Groups
- Other Qualitative & Quantitative Methods



EDUCATION

University of Utah Games

**BS in Games (Design)
w/ Psychology minor**

Fall 2020 - anticipated Spring 2024

Relevant courses:

- Human Factors and Ergonomics
- Statistical Methods in Psychology
- Intro to Games User Research

SORA ROBERTS

UX DESIGNER/ RESEARCHER



EXPERIENCE

Sept 2023 - current

Lead Game UX Researcher & Designer

Murky Waters Studio: Terror on the Bayou

- Worked closely with 25 producers, engineers, and artists.
- Weekly playtest planning, user recruitment, & moderation.
- Increased team trust, understanding, and buy-in through transparent, reliable research practices and artifacts.
- Ran design thinking meetings for our small-scope game.
- Guided & educated team to achieve universal accessibility.

Sept 2022 - Dec 2023

UX Researcher, Designer, UI, Producer

Sisyphus Studios: Return to Monkee

- Communicated often with 6 other developers on the team.
- Bridged communication gap between devs and players.
- Gauged user interest and guided PR through qualitative user study.
- Iterated game content based on surveys and observations.
- Organized team timelines, meetings, and Trello tasks.

July 2020 - current

Patient Service Representative

Advanced Psychiatric Therapeutics

- Comprehensive administrative assistance to doctors.
- Communication line between patients and providers.
- Patient artifact management, minding strict privacy need.
- Design and present workflow reorganization solutions.