Julia Grammes
Software Engineer & UI/UX Designer

Skills

C#
Java
HTML
CSS
Javascript
Prototyping
User Personas
Wireframing
Usability
Accessibility
Branding
Video Game Design

Tools

Unity
PlasticSCM
Visual Studio
Adobe XD
Photoshop
Illustrator
After Effects
DreamWeaver
GitHub
ClickUp
Google Workspace

Baton Rouge, Louisiana

www.juliag.codes

jlgrammes@gmail.com

dribble.com/jlgrammes

Education

Louisiana State University | *2021*
BS, Computer Science S.D.
Minor: Digital Media Art & Engineering (Tech)

Experience

Software Engineer & UI/UX Designer | *2019 - present*
Ghost Garden Games, LLC
Responsible for programming game mechanics, mainly UI elements in Unity. Prototyped and helped with UI/UX design to ensure intutitive and inclusive design.

Website Designer | *2022*
Down the Bayou Boiling & Catering
Designed catering website for Down the Bayou Boiling & Catering using Wix platform to increase customers and showcase cuisine.

Certifications

Xbox Game Camp New Orleans
2021

Xbox Game Camp New Orleans
2022

Wix Accessibility Certification
2022