ARIELLE HOPE

CONTACT

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TOOLS

FIGMA <
SHAPESXR < SKETCH <
PHOTOSHOP <
> ILLUSTRATOR
> INDESIGN > UNITY
> BLENDER

EXPERIENCE

GAMES FOR CHANGE FESTIVAL | Tech PA <
New York, NY | *July 2022*

Executed and ran the Arcade, assisting 200+ patrons a day with tech fixes on Unreal & Unity build both on PC and in XR (HTC Vive Pro, Oculus Quest 2).

TRIBECA FILM FESTIVAL | Immersive Docent <
New York, NY | *June 2021-2022 (Seasonal)*

Helped to run the floor of the AR/VR Festival, working intimately with the latest headsets (HTC Pulse 3, Oculus Quest 2, HoloLens 2) and executing high level fixes on 20+ different game builds in Unity and Unreal. Charmed the pants off of patrons (metaphorically). Moving into a tech role for next year's festival!

HITCHHIKER'S GUIDE | Asst Stage Manager <
New York, NY | *May-June 2022*

In charge of all script changes, organizing and resetting props on a tightly timed schedule. Maintained lighting and set builds, kept things running on time. Generally prevented chaos.

BEAT THE BOMB | Manager, Creative Design <
Brooklyn, NY | *July 2019 - May 2021*

Controlled tech fixes of tech on-site while maintaining customer flow and experience through the space, developed a tech toolkit to streamline and significantly reduce troubleshooting time. Working there was my exercise for three years, *I did not stop moving.*

Freelance Actor/Producer/Director <
Various, Locations, *2012 - Present*

Told stories. Loved every second.

PROJECTS

> **XR SPORTS | UX Designer | Drag-and-drop CMS**

(6 wk contract) Single-handedly researched and designed a content management system to be utilized by influencers. Developed a seamless front- and back-end experience. Made nifty layouts.

> **XR SPORTS | UX Designer | Multimedia Hub/Chat**

(6 wks) Spearheaded the design of a brand-new communication system and community hub for this startup e-sports company. Utilized advanced animation and prototyping techniques to develop an intuitive and interactive experience. Procured more gaming friends!

> **HYPERLOOP | UX Designer | Autonomous car HUD**

(3 wks) Collaborated to design and animate a 43-screen high-fidelity prototype, including multi-device interaction and customizability options - focused on designing for trust, accessibility, and ease of use. AR is awesome. (I already knew that.)

> **EARWAX RECORDS | UX Designer | E-Commerce Re-Design**

(4 wks) Fully concepted an edgy website redesign end-to-end, from low- to high- fidelity wireframes. Learned a lot about psychedelic rock. By accident.

> **MECHANIC.LY | UX Designer | App Design**

(4 wks) Responsible for conception and ideation of location/keyword matching system design, based on user testing analysis and market trends. Charged with branding and creating digital assets. Discovered new shades of blue.

EDUCATION

General Assembly - UX Design Immersive
June 2021 - Dec 2021

Muhlenberg College - BA Theatre (Acting)
June 2021 - Dec 2021

LINKS

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https://www.linkedin.com/in/ariellehope/
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