

Samantha Fuster

Designer



Orlando, FL 32789



(786) 409-1657



samberfuster@gmail.com



<https://www.samberfportfolio.com/>



<https://www.linkedin.com/in/samanthafuster/>

Greetings! I'm a newbie player that is ready to bring their "A game" to the job market. I have a wealth of experience in various roles, from 'Storytelling' (Narrative) to 'Conjuring Spells' (UI/UX Design), I am always looking to "grind" out new skills. I'm always ready to level up and learn from others. With a player-first mentality and a knack for strategic thinking, I'm excited to join a company where I can put my skills to the test and dominate the leaderboard together. Let's co-op our way to success!



Talents

- Agile Development Methods
- Unreal Engine (Blueprinting)
- Communication/Leadership/Teamwork
- Mockups (Figma, Balsamiq)/Prototyping (InVision)/Wireframes (Adobe Comp/XD)
- Adobe products
- Apple/Microsoft products



Intellect

2019-08 - 2022-05

Bachelor of Arts: Digital Media - Game Design

University of Central Florida - Orlando, FL

- Dean's List in the College of Arts and Humanities at the UCF for the Fall Term, 2020
- Dean's List Spring, 2021
- Director's Honor Roll, Fall Semester 2019
- Member of Tau Sigma

2016-08 - 2019-05

Associate of Science: Game Design

Miami Dade College - Miami, FL

2016-08 - 2019-05

Associate of Arts: Computer Science

Miami Dade College - Miami, FL



Professions

2021-11 - Current

Schematics Coordinator

Sprouts Farmer Market, Orlando, FL

- **Previous Positions: Personal Shopper (11/21-05/22); Scan Coordinator (05/22-11/22)**
- Consistently met deadlines and quality goals for accuracy and timeliness.
- Completed 3-10 orders a day.
- Placed completed orders in labeled, temperature-appropriate storage pending customer pick up.

2022-08 - 2022-10

QA Consultant

Artie , Remote, FL

- Developed weekly, end-of-quarter and other statistical reports for leadership team and quality improvement programs.
- Provided regular updates to team leadership on quality metrics by communicating consistency problems or production deficiencies.
- Updated documents and submitted 6+ summary logs with quality-related data.
- Administered 4 internal quality audits and assessed results to inform corrective action measures per day.

2021-09 - 2022-04

UI/UX Designer

Salty Slimeballs, Orlando, FL

- **Salty Slimeballs was a 'mock' studio for the team's shipped, student game (@UCF) 'Four Course Dungeon', which is available on Steam!**
- **Additional roles that were taken on: Marketing Manager.; Narrative Designer**
- Researched industry and marketplace trends to develop marketing solutions and enhance business operations 3 times per week.
- Gave feedback to product managers to translate project requirements and business objectives into polished marketing posts every day.
- Designed UIs within frontend web frameworks, exploiting associated templates and tools to shorten development times daily.
- Created wireframes, mockups, functioning prototypes, interactive prototypes.

2019-10 - 2021-11

Personal Shopper

The Fresh Market, Orlando, FL

- **Previous Positions: Assistant Front End Manager. (10/19-10/20); Assistant Grocery Manager (10/20-02/21)**
- Coached employees through day-to-day work and complex problems.
- Trained team members in successful strategies to meet operational and sales targets.
- Maintained high satisfaction ratings by completing orders quickly and making good selections for customers 3-10 times per day.
- Responded to customer concerns with friendly and knowledgeable service and remedied issues promptly and effectively