

Julia Keren-Detar
UX and Game Designer
julia@thedancingfridge.com
917.328.7406 | @quiltingcrow

Work Experience

Untame (2013 - Current)

UX and Game Designer

Designed the UX and tutorial systems for *Mushroom 11*, our indie award-winning puzzle platformer. I used playtesting data to craft puzzles and experiences designed to teach players core concepts.



The Game Agency (2015 - Current)

UX, Instructional, Game Design Consultant

Worked on a dozen client-facing and internal projects using game systems to support learning and user behavioral changes. I focused my designs on UX of tool and game systems.



HitPoint Studios (2014 - 2016)

Game Designer

Game and content design for DeNA's *Hell Mary's* card battling game system. Worked on game design consulting for various project pitches.



Arkadium (2006 - 2013)

Game Designer and Developer

Co-ran the R&D department. I pitched and prototyped various games, was responsible for 3 company wide game jams, and ran internal company education. Prior to that, I was a designer, artist and programmer for dozens of online, mobile, social and downloadable games.



Education

The Cleveland Institute of Art (2001 - 2006)

BFA: Digital Arts Major

I developed an educational game for 2nd graders. I worked with educators to develop a game that helped teach science content as part of the common core teaching standards for the state.



Skills and Tools

User Testing

Vast experience conducting user testing and user focused groups, and compiling data gathered into clear takeaways for the development team.

Wireframing

Plenty of experience creating wireframes, comp outlines and pitch documents, with Balsamiq, Figma and Adobe XD.

Prototyping

I find prototyping the most effective tool for testing out concepts. I use a collection of physical objects for table top prototyping, Twine or BranchTrack for narrative prototyping, Hype for web prototypes, and Unity for other prototypes.

Software Applications

Adobe: Photoshop, Animate, XD, Audition, Premiere
Game/Web engines: Hype (Flash), Unity
Google Sheets, Excel, Draw.io

Languages

JavaScript, C#

Public Speaking

Game Developers Conference 2018

Inequality and Player Behavior

Chicago Camps (UX Conference) 2017

User Testing on a Shoestring Budget

Game Developers Conference 2017

Indigenous Games Lighting Talks

Game Developers Conference 2016

History Shaping Design: Gender Roles Shown Through The History of Tabletop Games

Game Developers Conference 2015

History Shaping Design: Tales Told by Early American Board games.

Respawn Cologne 2015

Smart Tutorials: Teaching by Design

Games for Change 2015

Teaching by Design

Digital Media Wire NY Games Conference 2014

How to market your game on a shoestring budget.

Articles and Awards

Interviewed by BuzzFeed as part of women in the games industry.

Interviewed by Wired about early American board game design.

Made an appearance on Game Loading: Rise of the Indies

Mushroom 11 won numerous awards including Apple Design Award 2017, Google Play Award 2017, Rock, Paper, Shotgun's Best Platformer of 2015, IGN's List of Best Platformers and Most Innovative Games of 2015, Best Indie Game 4G at Tokyo Game Show 2015, IGF Design Nomination 2014, PAX 10 2014

My card game *Niiwin* won Best Game Design 2015 Global Game Jam, NYU Game Center.

IGDA GDC Mentor 2015- 2016

IndieCade 2013 Official Selection for *Super Secret Spies* and *Spaghetti Stand-off*, games I helped design as part of R&D at Arkadium.

Stevie® Award Winner (Women in Business): Employee of the Year 2011

IGDA GDC Scholar 2006