

Samantha Broccoli

UX/UI Designer, Illustrator, Animator • www.samanthabroccoli.com

Zürich, Switzerland
+41 (78) 305 22 66
sambrocc@gmail.com

EXPERIENCE

Rocket Insights, Boston — Senior UX/UI Designer

JULY 2018 - PRESENT

- Design user interface, illustrate, and animate to deliver great mobile and web user experiences.
- Lead design process through research, requirement gathering, refinement, and delivery.
- Analyze user needs and goals using a variety of methods like user flows and user testing.
- Communicate UX concepts to others by sketching, wireframing, and prototyping.
- Collaborate with project managers, developers, and clients.
- Lead exercises, prototyping, and testing for design sprints.

Green Bee Creative — Co-Founder, Creative

2012 - PRESENT

- Brand, app, and web UX/UI for clients
- Game on App Store & Play Store: King's Call

Raizlabs, Boston — Senior UX/UI Designer

SEPTEMBER 2016 - JULY 2018

- See all responsibilities from Rocket Insights

GSN Games, Boston — Visual Designer & Illustrator

JUNE 2015 - SEPTEMBER 2016

- Created original illustrations for promotional projects, and worked with marketing and copy teams to brainstorm campaigns. Managed design intern.

EDUCATION

Bowdoin College, Maine — BA in Visual Arts

2011 - 2014

- Senior year at Massachusetts College of Art & Design

Inter Community School of Zürich, Switzerland

1999 - 2011

- IB Visual Arts. Founded Amnesty International Club.

SKILLS

iOS, Android, web, wireframing, user testing, illustrating, user interface design, user experience design, animation, prototyping, design sprints, information architecture, product strategy

TOOLS

Sketch, Photoshop, Illustrator, After Effects, Invision, Git

AWARDS

Anne Bartlett Lewis
Memorial Prize in Visual Arts
• May 2014 • Bowdoin College

Delta Sigma/Delta Upsilon
Art Competition • Mar 2014 •
Bowdoin College

Sarah and James Bowdoin
Scholar • 2013-14

Copley Society of Art Gallery
2015

LANGUAGES

English, German

