

Andrew Kuhar

UI/UX DESIGNER

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 ANDREWKUCHAR

Experience

THATGAMECOMPANY

UI/UX PRODUCT DESIGNER JUL '23 - PRESENT

Proudly bringing my interactive design talents & experience to the acclaimed video game studio behind *Flow*, *Flower*, *Journey*, and *Sky*.

THE CLEVELAND ORCHESTRA

DIRECTOR OF DIGITAL EXPERIENCE JUL '21 - OCT '22

LEAD INTERACTIVE DESIGNER APR '20 - JUN '21

DIGITAL MANAGER OCT '18 - MAR '20

Led design on new digital experiences that brought The Cleveland Orchestra further into its Second Century and its worldwide community closer together. Notable milestones include a Webby-nominated* website redesign, a new paperless ticketing mobile app, and various new content/streaming platforms.

FREELANCE

UI/UX DESIGNER & FRONT-END DEV. AUG '15 - DEC '22

Created elegant websites, mobile UI/UX designs, and prototypes for a variety of clients, including Spawn On Me, Hack Club, and Mackenzie Creamery.

WRITER SEP '15 - JAN '20

Wrote stories on the art & design of video games, including feature-length interviews for notable media outlets such as Polygon and Engadget.

SIDEWAYS, INC.

DESIGNER MAY '10 - MAY '11

Produced art & designs for mobile applications & games on iOS. Supported internal publishing tools by producing visual templates for Xcode developers. Edited audio for eBooks and reading apps.

Education

THE CLEVELAND INSTITUTE OF ART '10

BFA, DIGITAL ARTS (EMPHASIS: GAME DESIGN)

Skills

UI/UX DESIGN

Figma, Adobe XD, Sketch

FRONT-END DEVELOPMENT

HTML, CSS, jQuery, React / GitHub, Jira & agile best practices / Accessibility (ADA compliance) / QA

VISUAL PRODUCTION

Adobe CC: Photoshop, Illustrator, Premiere Pro

AUDIO PRODUCTION

DAW: Cubase, Pro Tools
I/O: Steinberg, Tascam, Yamaha / guitar, keyboard, percussion, vocals

GAME DESIGN & CGI

Game Engines: Unity (Essentials), Source / 3D Modeling & Materials: Blender, Autodesk Maya

Recognition

*THE WEBBY AWARDS '21

Official Nominee: Best Mobile User Interface (The Cleveland Orchestra)

ADOBE '21

Adobe Blog: The Cleveland Orchestra enters its "Second Century" with UX design at the center

Adobe XD Meet the Makers: Designers in Music

AICUO '10

Finalist: Award for Excellence in the Visual Arts