

# AIRLIA HANSEN

1354 E 15 Ave. Vancouver, BC V5N 2E4  
778-839-4311 / [airlia\\_hansen@gnwc.ca](mailto:airlia_hansen@gnwc.ca)  
[www.airliahansen.com](http://www.airliahansen.com)

---

## SKILLS

I have the ability to communicate well with artists and engineers, integrating design and production collaboratively. I have worked with a variety of tools including Photoshop, Fireworks, Illustrator, InDesign, Omnigraffle, Flash, After Effects and Dreamweaver. I work well with a variety of people and am a great asset to any team.

---

## RELEVANT EXPERIENCE

### CRASH CRAVING – INTERACTION DESIGNER 2011

I am currently the Interaction Designer on a team of 7, creating an iPad game in 4 months. I have created a survey, personas, wireframes and flowcharts as well as conducting user testing. I work closely with the game designers and programmers to ensure a great user experience. In addition I assisted greatly in the creation and management of the schedule.

### GALACTIC SHADOW SHOOTER – INTERACTION DESIGNER 2010

I was on a team of 7 people who created a 2.5D, side-scrolling, 2 player game in HTML5 in 4 months. As the Interaction Designer I worked quite closely with the Game Designer and Game Play Engineer to ensure the UI elements, keyboard input and flow of the game all worked together. User testing provided additional feedback. I also assisted the project manager with scheduling and acted as scrum master.

### EA POGO – USER EXPERIENCE DESIGNER 2010

I was a UX Design Intern for EA Pogo in Montreal. I worked on the Pogo website as well as the Facebook App with the two lead UX Designers. I made use of site maps, various wire framing tools, Flash prototyping, user testing and remote collaboration.

### VIRTUAL RAINFOREST INITIATIVE – INTERACTION DESIGNER 2010

I worked on designing the layout for the online and educational experiences for our not-for-profit client, Pacific Wild. I used interactive wire framing designs and visual drawings to communicate between artists and engineers. This has allowed for a common, and shared, vision of the final product and a smooth flow of assets.

### HANSEN PHOTOGRAPHY – OWNER AND PHOTOGRAPHER 2006–2010

I have enjoyed being an entrepreneur by creating a successful part-time photography business. I set up the business aspects and acquired clients, maintaining a good relationship with them. I have done a number of indoor and outdoor events, including weddings, sports and corporate meetings. I managed all client acquisition, web design, sales and finance.  
[www.hansenphotography.ca](http://www.hansenphotography.ca)

# AIRLIA HANSEN

Page 2

---

## GAME JAM – VISION LEAD

2010

My team created a game in the Unreal Engine in 48 hours, having little previous experience with this engine. I pitched the original concept and led the overall game design, vision and user experience. I helped keep everyone on track with our short timeline, and also created 3D objects and a cinematic ending in Maya.

## AIR STYX – DIRECTOR OF PHOTOGRAPHY

2009

As Director of Photography for this interactive story, I laid out the camera shots and angles for each scene. I worked with fellow team members to develop the characters, story line and UI design. In addition I helped work out the small details of each scene and keep everyone on schedule with the project as a whole.

## TD WATERHOUSE PRIVATE INVESTMENT ADVICE – RECEPTION

2009

I worked in a professional and organized manner with a large team in a high pressure, fast paced environment. I was the first point of contact for high standing clients and oversaw all new accounts to ensure information was completed correctly. I organized appointments, events and catering. The office appreciated my ability to keep it running smoothly and I enjoyed the challenges of multi-tasking and keeping on track.

---

## EDUCATION

### GREAT NORTHERN WAY CAMPUS – MASTERS IN DIGITAL MEDIA 2011 (expected)

I am currently part way through an intensive 2 year masters program that is teaching me how to be part of and lead teams of talented and creative people. We work collaboratively to build innovative interactive products.

### S.A.I.T. – CERTIFICATE OF PHOTOGRAPHY

2006

The Photography program at the Southern Alberta Institute of Technology enabled me to enhance my skills and open a Photography business.

### UNIVERSITY OF CALGARY – BSc PRIMATOLOGY, MINOR IN MUSIC

2004

I completed my degree with distinction, was on the Deans list and received the Louise McK-inney Scholarship. I also had an exceptional experience on a field school in Belize studying Howler monkeys in the forest for one month. I made great use of my ability to stay calm and focused in this highly challenging and stressful situation.

---

## INTERESTS

Snowboarding, motorcycling, swimming, walking my dog, beach volleyball, reading, music, abstract digital art, video games.