

# Thea Klein-Balajee

theakleinbalajee@gmail.com | [theakleinbalajee.com](http://theakleinbalajee.com) | [www.linkedin.com/in/theakleinbalajee](http://www.linkedin.com/in/theakleinbalajee)

## EDUCATION

---

University of Washington Interdisciplinary Honors Program, Seattle, WA

Graduation: Jun 2026

### *B.S. Honors Informatics*

- Cumulative GPA: 3.81/4.0 - Dean's list Fall 2022, all quarters 2023-2024, 2024-2025, 2025-2026
- Relevant courses: Client-Side/Frontend Dev, Design Methods, Data Science, Product Management, Game Design & UX

## SKILLS

---

TECHNICAL: UX/UI Design, Figma, Procreate, Photoshop, Canva, Blender, Graphic Design, Python, Javascript, Unity, HTML, SQL

QUALITATIVE: Adaptability, Leadership, Detail-Oriented, Teamwork, Communication, Basic Spanish

## EXPERIENCE

---

### UX/UI Design Contractor - Card Advantage Games

Feb 2026 - PRESENT

- Working across Photoshop and Unity to create new assets and prepare assets for production. Supporting with playtesting, debugging, and populating a deckbuilding game.

### UX Designer & Data Scientist - Capstone Sponsored by Amazon

Jan 2026 - June 2026

- Collaborating on UX research and design for an internal Amazon IT support platform, surfacing a data team's prediction model through employee-facing interfaces to improve troubleshooting efficiency and self-service.

### Game Design (UX) & Art Intern - ResolveX

November 2025 - PRESENT

- Designing mental health-focused games for crisis center call workers. Developing 2D art, UX designs and flows, and a playable game originally in Unity, now a web game that offers brief, restorative experiences.

### Information Architecture & UX Design/Research Teaching Assistant - UW iSchool

September 2025 - Dec 2025

- Facilitating lab sections on information hierarchy, UX research and design, game design, methods, and taxonomy; leading discussions, guided hands-on activities, maintained attendance, and evaluated student work.

### Assistant Director of Social Media Design - UW Residential Education Programming

September 2024 - June 2025

- Managed organization's social media and designed content across digital and print platforms, driving a 91.4% net follower increase and maxing out resident attendance consistently at 15 events over 3 quarters as a result of social media advertising.

### UX Research & Design Intern - The User Empowerment Lab

June 2024 - September 2024

- Led 7 full-length UX interviews and performed qualitative coding on 200+ data points, photoshopping 100+ images and designing platform flows that addressed user-identified improvements. Findings in a research paper on digital third spaces.

### UX Designer - Design for America

September 2023 - June 2024

- Collaborated with a team to design an interactive exhibition on how artifacts foster familial connections, conducting user interviews (n = 5), surveys (n = 30), and design sprints to incorporate feedback into development for 100+ attendees.

## PROJECTS

---

### Garden Guardians | UEFN, Procreate, Figma | Nov 2024

- Designer & artist, placed 3rd in Fully Beyond Designathon, designed all art and some UX for gardening & sustainability game.

### HuskySupport | Claude, Figma, Python, AWS | Jan 2026 - Jun 2026

- UX designer & data scientist for slack-based chatbot supporting Amazon IT support engineers with diagnosing device issues.

### Path of Words | JavaScript, HTML, CSS, location APIs, Figma | Jan 2026 - Present

- Game Designer/Artist/Developer, developing a typing game for crisis line workers as part of an internship with ResolveX.

### The Last Migration | UEFN, UE, Figma, Canva | Oct 2025 - Present

- UX, Environment, and Game Designer, working on a demo game about a turtle navigating climate change's impact on oceans.

UNIVERSITY INVOLVEMENT - Creative & Design Director - iQueeries Club (2025-2026), CSEED Engagement Lead (2024-25)