

JESSICA LOREDO

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SKILLS & SOFTWARE

- Sketching concepts
- Digital painting
- Visual design/graphic design
- User interface design (desktop/mobile)
- User experience architecture
- Interactive prototyping
- HTML/CSS, Javascript(entry level)
- Visual Basic, C++ (entry level)
- Game design
- 3D modeling, UVW Unwrapping, and Texturing
- Basic BiPed animation
- Augmented Reality App Design
- Adobe Photoshop CC (mac/pc)
- Adobe Illustrator CC (mac/pc)
- Adobe InDesign CC (mac/pc)
- Adobe Fireworks CC (mac/pc)
- Adobe Dreamweaver CC (mac/pc)
- Adobe Premier CC (mac/pc)
- Unity 3D Game Editor
- Autodesk 3D Studio Max 2015
- Autodesk Mudbox 2015
- Autodesk Maya 2015
- Microsoft Word, Excel, PowerPoint
- Microsoft Visual Studio Express 2010

EXPERIENCE

Collin College – (September 2013 - Present)

Associate Professor, Communication Art Department

- Courses taught: Intro to computer graphics, storyboard/concept development, and advanced 3D applications
- Instructed students in Adobe Creative Suite products, 3D Modeling apps, and production art pipeline concepts
- Created custom course content for entire course for all courses

Edmentum – (September 2013 - Present)

Lead UX Designer, Senior User Experience Designer, User Experience Team

- Promoted to Lead UX Designer in 2015
- Leading learner experience for flagship product with emphasis on engagement through game elements
- Supported multiple development teams in user experience design, graphics design, and game design
- Created digital game assets for four premium level reward based education games
- Lead designer on interactive teacher dashboard, winning “Best in Show” at national ISTE conference
- Trained junior level team members in skills necessary for UX job role

Cerner Corporation (July 2012 - March 2013)

Interaction Designer, User Experience Team

- Generated desktop and mobile user experience work-flows for healthcare specific applications
- Constructed HTML/CSS prototypes from high-fidelity visual mock-ups to use in user based testing
- Corresponded on a daily basis with software developers to align on implementation of visual mock-ups
- Coordinated with usability testing teams to assess test-results and make changes based on outcomes

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Halliburton – Various Contracts (March 2010 – September 2013)

User Experience Architect and Visual Designer for Common Ground Initiative, HCT Technical Software (April 2013 – September 2013)

- Working with upper-level management to develop corporate-wide user experience infrastructure for all software development groups based on processes, standards, templates, and patterns
- Developed and run key presentations and workshops for UX leadership across Halliburton
- Designed portions of mobile (iPhone 4 and iPhone 5) UI standard for all Halliburton applications
- Provided resources and consultation to software teams lacking in UX architecture and design resources

UX & Visual Design Consultant, HCT Technical Software (July 2012 - April 2013)

- Created high-quality graphics for presentations and documents
- Edited and contributed to a pivotal white paper for re-structuring technology and software development infrastructure across Halliburton
- Trained new UX designers in Singapore in 8-week web-based training to increase starting level competencies

UX & Visual Design Team Lead, HCT Technical Software (November 2011 - June 2012)

- Responsible for overall quality of user experience and design for HCT Technical Software
- Directed multiple project teams in decision-making to execute overall vision of projects
- Utilized both agile/scrum methodologies to quickly and efficiently adapt to user and stakeholder needs
- Communicated with users, stakeholders, and subject matter experts to gain insight on project requirements

UX & Visual Designer, HCT Technical Software (March 2010 - November 2011)

- Built UI mock-ups and visuals for engineering and work-flow software in accordance with corporate branding guidelines
- Produced presentation and marketing materials for various applications and products
- Utilized 3D modeling software to model, animate, and composite instructional and marketing videos

Lifeline Studios, Inc. (January 2010 - March 2010)

3D Modeler, Texture Artist

- Optimized environmental and character hi-poly models for use in game engine
- Hand-painted in-game textures to match original game style guidelines

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EDUCATION

Southern Methodist University - The Guildhall (2010)

- Master of Interactive Technology - Digital Game Development, Emphasis: Art Creation
- Awards: Leadership Excellence as Art Lead on “Braveheart: Primae Noctics” (Grand Poobah Award)

University of Missouri-Kansas City (2007)

- Bachelors of Arts in Studio Art
- Bachelors of Arts in English, Emphasis: Creative Writing
- Awards: Graduated with Departmental Honors

ADDITIONAL TRAINING

ScrumAlliance.Org – Certified Product Owner (2012) – Plano, TX

- Attended 3-day workshop on scrum and agile methodology for software development
- Earned certificate from organization in the field of Product Owner Role

Halliburton – Frontline Supervisor Training (2012) – Carrollton, TX

- Obtained leadership skills to better serve peers and co-workers in a senior level position
- Completed training and earned certificate as Frontline supervisor