SKILLS & SOFTWARE

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| * Concept Art/Sketching * 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/Game Art * 3D modeling, UVW Unwrapping, and Texturing * Basic BiPed animation * Augmented Reality | * 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, advanced 3D apps, UX design
* 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

**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

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 Noctis”

**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

**Edmentum – High Potential Employee Leadership Training (2017) – Richardson, TX**

* Obtained leadership skills to better serve peers and co-workers in a senior level position
* Contributed to on-going “Customer First” company-wide project

**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