

I don't just want a job, I want to be able to make a living doing what I love, using design to create and improve people's lives.

## WORK EXPERIENCE

[Graphic/Web Designer](#) / Joseph Zimmer DDS / Seattle, WA / Current

Created different types of branding such as logos, business cards, notepads, and letterheads. Did other visual design and web design projects for the Dental practice.

[Software Engineering Intern](#) / The Landlord Guru / Washington DC / Summer 2015

Did front-end coding of the website moving forward, which was focused on users creating reviews for landlords. Helped with UI/UX of website and visual design.

[Front End Design Intern](#) / We The Players / Washington DC / Spring 2015

Helped drive design decisions, and design UI elements for We the Players website. Helped with front-end coding of website while working in a fast-paced startup environment.

[Software Design Intern](#) / InterGen / Seattle, WA / Summer 2014

- Maintained and helped develop windows applications for customers.
- Performed user-centered UX analysis on core InterGen applications to refine Information Architecture, UI, and functionality.
- Provided input and assisted a team to help create portals for the WDC.
- Worked with various Microsoft technologies such as Visual Studio, TFS, and WinJS.

[Front End Developer Intern](#) / ProtoExchange / Hamilton, NY / Summer 2013

- Designed and maintained web interfaces for both external and internal applications and frameworks.
- Wrote unit tests, fixed bugs, helped design a real-time python web application.
- Used UX design process to refine website functionality, and worked in a fast-paced startup culture.

## EDUCATION

[University of Washington](#) / Seattle, WA / 2015 - 2016

Masters of Human Computer Interaction and Design

[Georgia Institute of Technology](#) / Atlanta, GA / 2010 - 2014

Bachelors of Science in Computational Media

## SKILLS

HTML, CSS, JavaScript, Java, C, Python, JQuery, Git, AngularJS, PHP, FileZilla, D3, Bootstrap, p5, Arduino

UI/UX, Interaction Design, High/Low Fidelity Prototypes, User Research, Motion Graphics, Visual Design

After Effects, Premier Pro, Illustrator, Photoshop, Adobe Creative Suite, Final Cut Pro, Cinema 4D, Maya, Unity

## ACTIVITIES

[Freelance Design Work // Stryve](#) / Spring 2017

Worked with a startup to help create a video for social media marketing purposes. Worked included defining narrative structure, storyboarding, cutting footage, and compositing work. Video assembled in After Effects.

[Passive Haptic Learning-Steno Team](#) / Spring 2014

A research project focused on determining how well people perceive haptic vibrations on different fingers. Project included user studies about human perception and haptics, as well as interaction design and industrial design work.

[AirServ Website Improvement](#) / Spring 2016

Assisted the non-profit company AirServ International by updating code, images, links, and video on the website.

[Teds Apocalypse Mobile Game](#) / Winter 2015

Helped design an iOS game in team of 5 developed in Xcode, which then migrated to Unity.

[Sketchworld Mobile App](#) / Winter 2013

Helped design an augmented reality mobile app where users can share drawings "placed" in the real world. Currently finishing.

[Georgia Tech Film Club](#) / August 2013 - December 2014

Helped make short films from pre-production to post-production. Strong points include video editing and grip work.