


# SEAN JAVATÉ SMITH

## Product Designer - UI/UX - 3D - Visual

PORTFOLIO

seanxmith@gmail.com

## EDUCATION

**MASTER OF SCIENCE**
**Human-Computer Interaction**
Indiana University
Bloomington , IN
AUG 2016 - **MAY 2018**

**BACHELOR OF SCIENCE**
**Human Biology**
Indiana University
Bloomington , IN
AUG 2012 - **MAY 2016**

**UX/UI for Gaming**
ELVTR
Online Certification
OCT 2023 - **DEC 2023**

**TOKYO IES ABROAD**
**Kanda University**
International Studies
SEPT 2015 - **DEC 15**

## SKILLS

### Software

**Framer & Elementor** (Website)
**Blender** (3D Modeling)
**Figma** (Wireframing)
**Unity** (Game / VR Design)
**Unreal** (Game Engine)
**Adobe CS** (Graphic Design)
**Wordpress** (Website)
**HTML / CSS** (Code)

### Language

**Japanese** (N4 Certified)

## EXPERIENCE

### JET PROGRAM (ALT)
AUG 2024 - **PRESENT**
**Uchinada Board of Education** | Ishikawa, Japan

- Led classes: planning, organizing and implementing lesson plans for junior high English classes
- Civil servant (公務員) employed by the Uchinada Board of Education

### HEAD OF PRODUCT | BRAND - UI / UX
NOV 2019 - **AUG 2024**
**MEDWAY / QHC** | Chicago, IL

- **Managed brand and website for 3 companies** and user groups
- Led product and UI/UX of website and digital experience for patients, nurses, and students
- **Developed design systems** and **marketing strategies**, increasing customer engagement, sales, and brand recognition
- Collaborated with Healthcare Professionals for accessible education

### DIGITAL DESIGN EXPERT
APR 2019 - **NOV 2019**
**Crate & Barrel** | Central Design Studio | Chicago, IL

- **3D renderings** and **360 visualizations** with spatial and interior design thinking
- **Doubled my client turnover** at the end of the term
- Promoted to “Digital Design Expert” from “Digital Design Assistant”
- **Collaborated with Interior Designers and 3D artists** to actualize customer needs
- Proprietary tools and interior design **3D pipelines**

### ASSOCIATE INSTRUCTOR
AUG 2016 - **MAY 2018**
**Indiana University** | Bloomington, IN

- **Courses taught:** Virtual Reality (VR/Unity), 3D Modeling (Blender), User Experience Design and Research (UX), and Human-Computer Interaction
- Presented talks and mentored undergraduates to actualize their virtual reality and UX ideas
- Developed lesson plans and project guidelines

## PROJECTS

JAN 2018 - **MAY 2018**

### MASTER’S THESIS | VR / UX Design
**Indiana University** | Bloomington, IN

- **Result**: Thesis supported; live demonstration in Unity of virtual reality experience, with deliverables including final video, booklet, and poster
- **Role**: Conducted research, user testing, and designed a multilevel virtual world showcasing an immersive dictionary