



SEAN JAVATÉ SMITH

Designer

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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

TOKYO STUDY ABROAD

Culture & Language

Kanda University

Tokyo, Japan

AUG 2015 - DEC 2015

SKILLS

Software

Blender (3D Modeling)

Unity (Game / VR Design)

Unreal (Game Engine)

Spline (3D Web Tool)

Modsy (3D Interior Design)

Adobe Creative Suite (Graphic)

Wordpress (Website Building)

Elementor (Page Builder)

HTML / CSS (Code)

Language

Japanese (JLPT N4 Certified)

SUMMARY

Designs come and go but people stay with you. I'm looking to work with like-minded builders that care about the problems we're solving together. **Focus:** Interaction Design, Mixed Reality, 3D Interfaces, Game Design, Web 3.0, Positive change, Art Direction, Education.

EXPERIENCE

BRAND & PRODUCT | OWNER

NOV 2019 - PRESENT

Medway Healthcare Institute | Chicago, IL

- Expertly utilized Adobe Creative Suite and 3D design to develop visually appealing and effective marketing materials, increasing customer engagement and brand perception.
- Developed hybrid online-learning curriculums with Healthcare Professionals and educators for more accessible education in the developing Southside Chicago area.
- Implemented successful marketing strategies and user-friendly systems, resulting in an increase in sales and customer brand recognition.

DIGITAL DESIGN EXPERT | 3D

APR 2019 - NOV 2019

Crate & Barrel | Chicago, IL

- Produced 3D renderings and 360 visualizations with spatial and interior design thinking to realize customer needs with proprietary tools and pipelines.
- Doubled my client project turnover at the end of term.
- Promoted role from "Digital Design Assistant" to "Digital Design Expert".

ASSOCIATE INSTRUCTOR | VR

AUG 2016 - MAY 2018

Indiana University | Bloomington, IN

- Developed lesson plans and project guidelines for courses including Virtual Reality (VR/Unity), Blender 3D Modeling, User Experience Design (UX).
- Led and mentored undergraduate students to actualize their design ideas into 3D Modeling, Unity, and Virtual Reality.

PROJECTS

MASTER'S THESIS | VR / UX Design

JAN 2018 - MAY 2018

Indiana University | Bloomington, IN

- **Result:** Thesis supported; live demonstration 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.