



SEAN JAVATÉ SMITH

UX/UI Designer

PORTFOLIO



✕ seanxjavate@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

Ivy Sang

ELVTR

Certification

OCT 2023 - DEC 2023

SKILLS

Software

Figma (Wireframing)

Blender (3D Modeling)

Unity (Game / VR Design)

Unreal (Game Engine)

Adobe Photoshop (Pixel Art)

Adobe Illustrator (Vector Art)

Wordpress (Website Building)

Elementor (Page Builder)

HTML / CSS (Code)

Language

Japanese (JLPT N4 Certified)

SUMMARY

4+ years experience: Product Owner, Adobe Creative Suite & 3D design. Fluent in UX thinking & Brand Design. **Focus:** Game Design, Interaction Design, Education, Mixed Reality, Branding.

EXPERIENCE

BRAND & PRODUCT | OWNER

NOV 2019 - PRESENT

Medway Healthcare Institute | Chicago, IL

- Continues UI / UX improvement (Website and Student Experience)
- **Design systems** and **brand / marketing strategies**, increasing sales and brand recognition
- Collaboration with Healthcare Professionals and teachers for accessible education

DIGITAL DESIGN EXPERT | 3D

APR 2019 - NOV 2019

Crate & Barrel | 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 | Mentor

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
- Mentored undergraduate students and presented talks
- Developed lesson plans and project guidelines

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.