



JOSLYN SCHMITT

Animator.Illustrator.Media Artist.

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ABOUT:

Minnesota Graphic Artist that specializes in Illustration, 2D Animation, and Traditional mediums.



SKILLS AND SOFTWARE

- Sketching and Prototyping
- Digital Illustration
- 2D Animation
- User Interface (UI) Design
- Audio Record/Splice
- Photoshop
- Illustrator
- After Effects
- Audition
- Media Encoder
- Videoscribe
- Articulate Storyline
- Final Cut Express
- Microsoft Word
- Powerpoint

EMPLOYMENT

E-Learning Production Specialist

The Creative Group, December 2017-January 2018, Plymouth, MN

Developed e-learning training for Yardi Voyager, a residential property management software via Storyline 3. Translated materials from storyboards and executed screen capture software simulation. QA'd lessons using Jira Tracking.

Production Graphic Artist

The Right Staff, May 2017-July 2017, Plymouth, MN

Worked with DRC as a Production Artist to create state wide testing for kids K-12. Tasks included creating mathematical graphs in Adobe Illustrator and collaging scenes together. Followed strict templates and branding for each state.

UI Designer

Allen Interactions, June 2014-March 2017, Mendota Heights, MN

Worked with a creative production team to create custom e-learning for fortune 500 companies. Tasks included user interface design, storyboarding, sketching, prototyping, 2D animation, photo manipulation, audio recording, 508 testing, formatting Powerpoint/MS Word documents, and creating vector art. Provided design support to marketing/sales for project proposals to help bring in more clientele.

Digital Illustrator

Headwaters Relief Organization, 2014, Minneapolis, MN

Collaborated with two other Illustrators to create an earthquake awareness book for children in Haiti. Sketched out ideas and brought into Photoshop for final rendering. Used Autodesk Maya to get correct perspectives in illustration.

After Effects Animator

Augsburg Fortress, August 2013, Minneapolis, MN

Helped finish children's animated episode of *Connect* on a short deadline. Smoothed out animation on rigged puppets. Cleaned up blocked out scenes and set up shot separation for video editors to take over.

EDUCATION

Bachelor of Fine Arts in Animation

Minneapolis College of Art and Design, Minneapolis, MN, 2013