



JOSLYN SCHMITT

UI Designer + Character Artist

EMAIL:

joslyn.schmitt@gmail.com

WEBSITE:

www.thejollyjawbreaker.com

PHONE:

763.516.5740

ABOUT:

Minnesota Graphic Artist that specializes in Illustration, Production Design, Sketching, and Traditional mediums.

SKILLS AND SOFTWARE

- Sketching and Prototyping
- Digital Illustration
- Image Production/Editing
- User Interface (UI) Design
- Audio Record/Splice
- Photoshop
- Illustrator
- InDesign
- Sketch
- Invision/Zeplin
- Adobe XD
- Articulate Storyline 3
- Final Cut Express
- Microsoft Word
- Powerpoint

EMPLOYMENT

User Interface Designer — Full Time

Starkey Hearing, 2019-Present, Eden Prairie, MN

Works with Software and Marketing cross functional teams (Copywriters, Business Analysts, and Product Managers) to mockup Android and iOS UI flows for company mobile apps that connect with hearing aids to help improve hearing experience. Tasks include creating art based on Material Design standards and supporting Developers with digital assets, wiring prototypes to Invision for review, and exporting final assets to Zeplin for delivery while tracking progress using Wrike/JIRA software.

Graphic Production Artist — Contract

Jostens, 2018-2019, Eagan, MN

Worked with graphics team to develop high quality logo artwork in a fast paced and hands off environment. Tasks include creating 1000+ flyers for internal representatives to pitch to state wide schools, editing and revising logos, laying out art in InDesign+CorelDRAW, and prepping files and final graphics for print.

E-Learning Production Artist — Contract

Rightsource Compliance, 2017-2018, 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.

Interactive Designer — Full Time

Allen Interactions, 2014-2017, Mendota Heights, MN

Worked with a creative production team to create custom desktop 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.

EDUCATION

Bachelor of Fine Arts in Animation

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