

## JOSLYN SCHMITT

Character Illustrator + UI Designer

Minneapolis, Minnesota

joslyn.schmitt@gmail.com

[thejollyjawbreaker.com](http://thejollyjawbreaker.com)

763.516.5740

### Summary

I am a Character Illustrator, UI Designer, and Digital Production Artist with over 7 years' experience working in the e-learning, mobile, digital production, and the medical industry looking for opportunities in remote work that allows me to contribute my design, illustration, production, and creative problem-solving skills.

### Skills + Software

**Soft:** Empathetic, Futuristic, Developer, Strategic, Maximizer, Attention to Detail, [ISFJ-T Defender](#),

**Hard:** MAC and WINDOWS friendly, Currently PC setup, Adobe XD, Photoshop, Illustrator, InDesign, Invision, Zeplin, Powerpoint, Premiere, After Effects, Audition, Bridge, Fresco, Sketch, Clip Studio Paint, Excel, Microsoft Word, Prototyping, Sketching, Storyboarding, Wireframing, Thumbnailing, TortoiseSVN, JIRA, Wrike, Slack, and Discord.

### Job History + Experience

#### User Interface Designer—Full Time

Starkey Hearing, 2019-2021, Eden Prairie, MN

Worked with Research and Development and Marketing teams creating user interface layout and design for Starkey Hearing mobile applications for iOS and Android. Tasks included creating vector assets, static mockups, designing functional prototypes, figuring out UX flow, dropping artwork in shared repository, brainstorming and sketching, taking a product from concept to finish, and working with cross functional teams. Software worked on includes Thrive, Thrive Care, KIND, Inspire, and upcoming 2022 project release.

**Accomplishments:** Helped update and deliver Thrive home creative screen refresh and in-app purchase features. Was the sole Designer between 3 different teams for the first year pushing out creative mockups and assets. Helped bring awareness to inefficiencies in overall pipeline due to cross-teams working in silos. Created self-initiated internal webpage to help onboard new hires and get them up to speed. Helped bring up internal team morale recognizing and acknowledging the skills, gifts, and well being of team members.

### Graphic Production Artist—Contract

Jostens, 2018-2019, Eagan, MN

Worked together with Jostens design team to develop high quality artwork in a fast-paced high-volume environment. Tasks included creating 1000+ flyers for internal representatives to pitch to state wide schools, editing and revising logos and mascot artwork, laying out artwork in InDesign, keeping track of numbers and changes in excel spreadsheets, uploading images to online builder, and prepping files and final graphics for print using Corel Draw and Photoshop.

### Media Artist (Interactive Designer)—Full Time

Allen Interactions, 2014-2017, Mendota Heights, MN

2.5 years' experience creating custom e-learning courses for fortune 500 companies. Tasks include art development, media lead and support, sketching and prototyping, digital illustration, 2D animation, motion video, photo editing manipulation, 508 testing, voice acting and leading recording sessions. Clients worked with included: Medtronic, Toyota, CCC, Altria, Merck, Meijer, Timkin, UBS, and Pearson.

**Accomplishments:** Sought out by CEO to develop vector artwork for Michael Allen's Guide to e-Learning 2nd Edition book. Created 30 second teaser trailer for marketing team that won COX as a new client. Helped Sales win Amazon as a client through storyboarding their idea to pitch in person. Lead and organized office photoshoot on tight timeline for custom e-learning training, was able to help and comfort introverted employees to participate. Semi-Finalist in office Ping Pong tournament.

### Digital Illustrator + Layout Artist—Freelance

2016, Minneapolis, MN

Illustrated and prepared L.A. Wilde's dark fantasy book cover for Chasing Castles. Tasks included thumbnailing, sketching, rendering in Adobe Illustrator, and prepping to submit to Amazon's publishing platform Createspace.

### Digital Illustrator—Contract

Headwaters Relief Organization, 2013-2014, Minneapolis, MN

Worked with two other illustrators to create "When Haiti Shakes," an earthquake awareness children's book for children in Haiti. Tasks included coordinating color and pages to ensure consistency that tied 3 different styles of art to fit together.

### After Effects Animator—Contract

Augsburg Fortress Publishers, 2013, Minneapolis, MN

Came in on short notice to help team finish Connect project animating and cleaning up in After Effects using puppet style animation. Tasks included character animation, smoothing out scenes, lip synching audio, and setting up shot separation for video editors.

## Education

Bachelor of Fine Arts in Animation

Minneapolis College of Art and Design, Minneapolis, MN 2013