

JOSLYN SCHMITT

Illustrator + UI Designer

thejollyjawbreaker.com | [Linkedin](#) | joslyn.schmitt@gmail.com | 763.516.5740



Summary

Character Illustrator, User Interface Designer, Product Designer, and Digital Production Artist with over 9 years' experience working in e-learning, mobile, digital production, retail, and medical industries looking for part-time/full-time remote/hybrid opportunities.

Skills + Software

Empathetic, Futuristic, Organized, Developer, Strategic, Maximizer, Attention to Detail, [ISFJ-T Defender](#)
MAC and WINDOWS friendly, PC home setup, Elementary Japanese (Reads Hiragana), Adobe XD, Photoshop, Illustrator, InDesign, Invision, Zeplin, Paintcode, Powerpoint, Storyline, CANVA, Later, Premiere, After Effects, Audition, Bridge, Fresco, Sketch, Clip Studio Paint, Excel, Microsoft Word, Prototyping, Sketching, Storyboarding, Wireframing, Thumbnailing, Image Editing, Reformatting Layouts, TortoiseSVN, JIRA, Wrike, Trello, Slack, Webex, and Discord (Learning Figma)

Job History + Experience

Digital Illustrator - Contract

Accelerate Learning | July 2023 - Present | Minneapolis, MN / Remote

Creates and edits vector illustrations via Adobe Illustrator for STEMscopes educational products. Grades include K-12 math material for students and teachers around the USA. Uses Monday project board daily to claim and submit needed artwork with writers and managers on the team. Archives and organizes all working and final digital assets into shared library via Media Valet.

Illustrator + Product Designer – Part-Time

The Jolly Jawbreaker | March 2016 - Present | Minneapolis, MN / Remote

Founder of the art and stationery business The Jolly Jawbreaker. Creates handmade vinyl stickers and paper journals inspired by anime, animals, and beautiful women. Participates in convention art shows selling original product to art and anime fans. Writes blogs and develops social media imagery to promote art and products. Currently working on first self-published art book for original property The Adventures of Lil Sengi.

User Interface Designer – Full-Time

Starkey Hearing | August 2019 - October 2021 | Eden Prairie, MN / Remote

Worked with Research and Development/Marketing/Product Managers/Developers creating user interface layouts for iOS and Android mobile applications for hearing aid wearers. Tasks included creating vector assets, static mockups, UX wireframes, functional prototypes, dropping artwork in shared repository, taking a product from concept to finish, and working with cross functional teams. Software worked on include Thrive, Thrive Care, KIND, Inspire, and My Starkey app.

Graphic Production Artist – Contract

Creative Circle | March 2018 - August 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.

E-Learning Production Specialist – Contract

Robert Half | December 2017 - January 2018 | Minneapolis, MN / Remote

Worked with Rightsource Compliance to develop e-learning training for Yardi Voyager, a residential property management software via Storyline 3. Translated storyboards and executed screen capture software simulation. QA'd and published each lesson using Jira Tracking. Prepared files to be posted on LMS.

Graphic Production Artist – Contract

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

Worked with DRC (Data Recognition Corporation) to create state wide testing for kids K-12. Tasks included creating mathematical graphs in Adobe Illustrator and collaging various scenes together. Followed strict templates and brand guides.

Media Artist (Interactive Designer) – Full-Time

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

Created 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 include: Medtronic, Toyota, CCC, Merck, Meijer, COX, and UBS.

After Effects Animator – Contract

Augsburg Fortress Publishers | August 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 | 2013 | Minneapolis College Of Art And Design

2008-2010 | North Hennepin Community College

Volunteer

Ko-Fi Ambassador

Ko-Fi | November 2021 - Present

Part of an online community of creatives chosen by Ko-fi Team to provide feedback, early user testing, and support for their platform. Helps encourage creatives to create an income from their passions.