

STEPHANIE HAWN.

CONTACT

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SKILLS

TOOLS

- Sketch
- Unity
- Learning Unreal
- After Effects
- Cinema 4D
- Photoshop
- Illustrator
- InDesign
- Premiere
- Final Cut Pro
- Lightroom

FOCUSES

- Motion Graphics
- UX Design
- UI Design
- UX Animation
- Wireframing
- User Flows
- Video Production
- Mobile Interface Design
- Color Theory
- Typography
- Layout
- Learning C#
- Learning C++
- Learning Java

WORK EXPERIENCE

- 2016 - Present HBO - Interaction Designer - VR, Seattle, WA**
Conducted and developed user research to understand the needs and desires of our target audience. Collaborated with the design team and managers to build scenarios and storyboards to communicate design concepts to product groups, engineers, and executives. Contributed to the creation of new interaction patterns in VR products and experiences. Design, build and test interactive Unity prototypes to iterate and evolve your design concepts. Delivered detailed information architecture, wireframes, user flows, and interaction and visual design specifications, to product managers and engineers.
- 2014 - 2016 HBO - Interaction Designer - Mobile, Seattle, WA**
Develop high level and/or detailed storyboards, user flows, mockups, and prototypes to effectively communicate interaction and design ideas. Design and test features across mobile, TV, and desktop platforms.
- 2015 - 2017 GeekGirlCon (Volunteer) - Design Manager - Seattle, WA**
Responsible for leading and growing the design team. Review and approve designs, artwork, and graphics developed by staff members. Understand marketing initiatives, strategic positioning and target audience. Present completed ideas to different departments
- 2008 - 2009 New Culture Media - Motion Graphics Editor, Bothell, WA**
Design and animate graphics for web and mobile audiences. Examples include promotional reels, app demos, and multimedia presentations. Other graphics may include video slide loops, green screen, and other visual effects. Editing short and long form marketing including: making creative editorial decisions; creating motion graphics; performing audio mixing and color correction
- 2007 - 2008 Event Logistics with Microsoft via EventForce, Kirkland, WA**
Traveled throughout the US registering thousands of Microsoft employees, setting up equipment for conference use, running info booths, recording and editing video/audio

EDUCATION

- 2018 - Present Baker College of Flint**
Bachelor of Science, Computer Science/Game Software Development
- 2017 Udacity**
Virtual Reality Nanodegree, VR Development
- 2012 - 2014 Seattle Central College – Seattle Central Creative Academy**
Associate of Arts and Sciences (AAS), Graphic Design
- 2011 - 2012 Seattle Central College – Seattle Central Creative Academy**
Certificate, Publishing Arts