



# SEAN SMITH

Designer

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## EDUCATION

### MASTER OF SCIENCE

Human-Computer Interaction

Indiana University

Bloomington, IN

AUG 2016 - MAY 2018

### BACHELOR OF SCIENCE

Human Biology

Indiana University

Bloomington, IN

AUG 2012 - MAY 2016

### TOKYO STUDY ABROAD

Culture & Language

Kanda University

Tokyo, Japan

AUG 2015 - DEC 2015

## SKILLS

### Software

Blender (3D Modeling)

Unity (Game / VR Design)

Unreal (Game Engine)

Spline (3D Web Tool)

Modsy (3D Interior Design)

Adobe Creative Suite (Design)

Wordpress (Website Building)

Elementor (Page Builder)

HTML / CSS (Code)

### Language

Japanese (Basic Fluency)

## SUMMARY

Designs come and go but people stay with you. I'm looking to work with like-minded builders that care about the problems we're solving together. **Focus:** Interaction Design, Mixed Reality, 3D Interfaces, Game Design, Web 3.0, Positive change, Art Direction, Education.

## EXPERIENCE

### DESIGN / BRAND / IT MANAGER

NOV 2019 - PRESENT

#### Medway Healthcare Institute | Chicago, IL

- Developed hybrid online-learning curriculum with Healthcare Professionals and educators for more accessible education in the developing Southside Chicago area.
- Built web projects and digital experiences while managing technical and creative strategy.
- Implemented digital marketing strategies and user friendly systems to streamline pipelines and drive growth of sales and customer awareness.

### DIGITAL DESIGN EXPERT | 3D

APR 2019 - NOV 2019

#### Crate & Barrel | Chicago, IL

- Produced 3D renderings and 360 visualizations with spatial and interior design thinking to realize customer needs.
- Doubled my client project turnover at the end of term.
- Promoted role from "Digital Design Assistant" to "Digital Design Expert".

### ASSOCIATE INSTRUCTOR | VR

AUG 2016 - MAY 2018

#### Indiana University | Bloomington, IN

- Led and mentored students to actualize and achieve their design ideas in virtual reality and Unity.
- Developed lesson plans and project guidelines for courses including *Introduction to Virtual Reality* and *Human Computer Interaction*.

## PROJECTS

### MASTER'S THESIS | VR / UX Design

JAN 2018 - MAY 2018

#### Indiana University | Bloomington, IN

- **Result:** Thesis supported; live demonstration of virtual reality experience, with deliverables including final video, booklet, and poster.
- **Role:** Conducted research, user testing, and designed a multilevel virtual world showcasing an immersive dictionary.