JARVIS BROWN

Technical Artist II

brownjarvis21@gmail.com • 636-248-6809 • <u>linkedin.com/in/jarvis-brown</u> • <u>www.jarvis-brown.com</u>

SUMMARY

Experienced Technical Artist II, Animator, and adept Designer, I have consistently driven innovation in educational learning solutions. Presently, I am enhancing my skill set through ongoing studies, with a focus on expanding my capabilities and contributing to the dynamic field of web development.

WORK EXPERIENCE

Technical Artist II
Animator

12/22 - Present
01/18 - 12/22

Ascend Learning | New York, NY

Ascend Learning innovates cutting-edge online learning solutions that empower individuals to enter, excel, and thrive in professions such as first responders, personal trainers, nursing, and other careers.

- Optimized technical animation pipelines, ensuring the efficient delivery of high-quality animations. Measured by improved collaboration with cross-functional teams.
- Produced character animations in Blender for educational conversation simulation apps on mobile, tablet, and web platforms, contributing to engaging learning experiences.
- Researched and accurately animated characters depicting mental and physical health conditions, enhancing visual representation and educational value.
- Collaborated seamlessly with Developers, QA, Project Management, Design, and Animation teams, playing a key role in realizing dynamic characters and design for projects.
- Engaged in agile development practices, consistently achieving high closure and resolution rates, and enhancing overall project efficiency.
- Leveraged scripts within utility frameworks in Unity to streamline processes and optimize workflow.
- Create design asset libraries in Adobe Illustrator and implement them into Unity, streamlining the design-to-development workflow.
- Debug and improve issues found in projects, ensuring smooth project functionality and enhancing user experience.

Animation Teacher 08/17 - 01/18

Xposure Foundation Inc | Brooklyn, NY

- Inspired creative thinking by teaching animation techniques to middle school students, fostering imagination and original storytelling.
- Equipped students with proficiency in industry-standard animation software, such as Adobe Creative Suite and Autodesk Maya, enhancing their technical skills.
- Tailored instruction to cater to diverse learning styles, creating an inclusive and practical learning experience.
- Developed lesson plans that encouraged critical thinking and problem-solving, enabling students to analyze animation processes and refine their work autonomously.
- Cultivated collaboration and teamwork through group projects and discussions, enhancing students' communication skills and ability to learn from peers.

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PROJECTS

UI Designer 11/22 - 01/23

Donate Green

- Working with a developer to create a tool that helps users discover and support environmental non-profit
 organizations through donations
- Researched competitive apps to view flaws and missing components to create a stronger design
- Crafted the app's user interface and visual style guide

UI/UX Designer 09/20 - 11/20

Fit For You

- Developed a fitness-centric iOS and Android solution to demonstrate the need to exercise from home during Covid-19 lockdowns
- Designed wireframes and prototypes for usability testing

CERTIFICATIONS

Full-Stack Development 03/23 - 12/23

Coding Dojo | Online

UI Design Certificate 05/20 - 02/21

CareerFoundry | Online

EDUCATION

Masters in Fine Arts, Animation and VFX

Academy of Arts | San Francisco, CA

Bachelors in the Arts, Media Arts and Animation

Illinois Institute of Art | Chicago, Illinois

11/06 - 11/10

11/11 - 11/14

SKILLS

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PLATFORMS

Jira | Confluence | Microsoft Teams | Slack | Tortise | Github | Alfresco | Sharepoint | Tempus Web Development | HTML | CSS | Javascript | Python | MySQL | User Experience Design

User Interface Design | User Research | Usability Testing | Prototyping | Wireframes

Storyboarding | Illustration | 2D/3D Animation | Blender | Maya | Unity | Cinema 4D |

Adobe Creative Cloud