

James Benedict



Hi y'all,

I'm James, a visual journalist based in New York City specializing in user experience and interactive design. The reader is always my first concern, whether that means contextualizing a story with **graphics**, engaging them with a **photo illustration** or developing **tools** that train designers to build better websites. Whatever I'm working on I make sure the reader doesn't have to fight the story's medium to understand it.

I have extensive professional experience with **responsive web development, user experience design, data visualization**. I am proficient at gathering data too, whether that's by asking nicely, filing a FOIA or some creative googling. My history as a designer and reporter lets me understand my teammate's point of view without losing sight of the reader's experience. I'll make stories understandable to the uninformed readers as well as engaging to the experts.

A few ways I've done this is by contextualizing a story about the **opioid crisis** through clear graphics, mapping **campus crime** to avoid explaining the finding with statistic laden paragraphs or **redesigning** the Indiana Daily Student's website. As a reporter I haven't shied away from hard stories, like covering **HIV in rural Uganda**, investigating how much money was spent on **Indiana elections** or creating the first comprehensive database of **Taser** related deaths for an investigative series by Reuters.

I'm always looking to improve my efficiency, which led me to create a JavaScript and CSS **template**. Beyond reducing my time designing longform stories, it's trained more than fifteen designers and became integral to the curriculum of the most advanced visual storytelling class at Indiana University. My Python proficiency allows me to quickly solve problems like sorting files, finding key phrases in PDFs and cleaning data on deadline. When working on a team I believe writing documentation is more important than writing code because it encourages cooperation and makes me more conscious of my decisions designing.

I am a multidisciplinary developer who enjoys experimenting almost as much as I love telling stories. My work as a designer, reporter and programmer allows me to empathize with the whole team and execute my ideas in whichever medium serves the reader best.

Thank you in advance for considering my application for the Editorial Engineer and I hope to hear from you soon.