

# JARVIS BROWN

Technical Artist II

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## 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

12/22 - Present

Animator

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

<b>UI Designer</b>	<b>11/22 - 01/23</b>
Donate Green	
<ul style="list-style-type: none"><li>Working with a developer to create a tool that helps users discover and support environmental non-profit organizations through donations</li><li>Researched competitive apps to view flaws and missing components to create a stronger design</li><li>Crafted the app's user interface and visual style guide</li></ul>	
<b>UI/UX Designer</b>	<b>09/20 - 11/20</b>
Fit For You	
<ul style="list-style-type: none"><li>Developed a fitness-centric iOS and Android solution to demonstrate the need to exercise from home during Covid-19 lockdowns</li><li>Designed wireframes and prototypes for usability testing</li></ul>	

## CERTIFICATIONS

<b>Full-Stack Development</b>	<b>03/23 - Present</b>
Coding Dojo   Online	
<b>UI Design Certificate</b>	<b>05/20 - 02/21</b>
CareerFoundry   Online	

## EDUCATION

<b>Masters in Fine Arts, Animation and VFX</b>	<b>11/11 - 11/14</b>
Academy of Arts   San Francisco, CA	
<b>Bachelors in the Arts, Media Arts and Animation</b>	<b>11/06 - 11/10</b>
Illinois Institute of Art   Chicago, Illinois	

## SKILLS

<b>PLATFORMS</b>	Jira   Confluence   Microsoft Teams   Slack   Tortise   Github   Alfresco   Sharepoint   Tempus
<b>SKILLS</b>	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