

# Jenae Ramos

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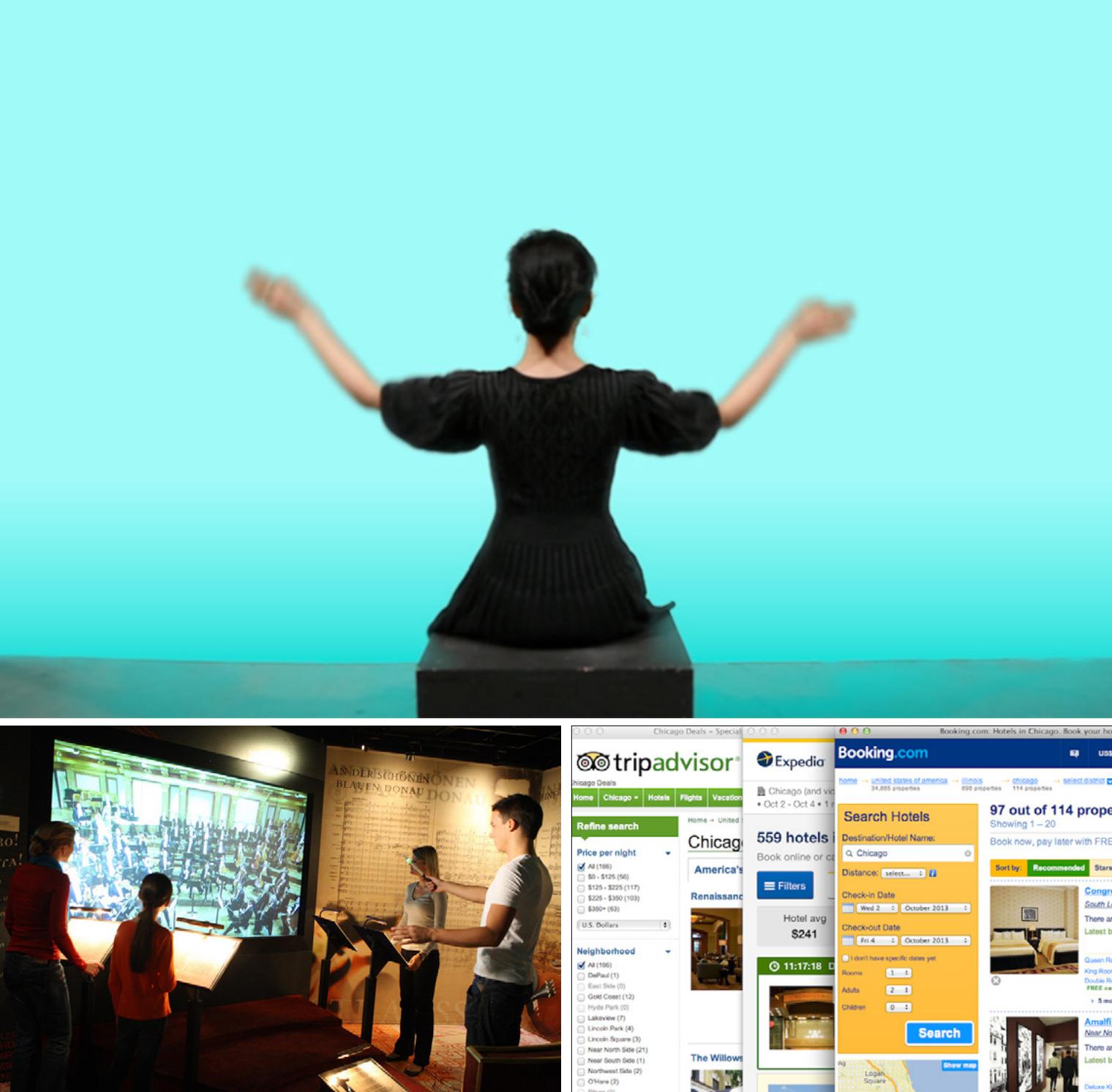
# Virtuo

GRADUATE THESIS · UX · MOTION

Today's interfaces rely on tactile methods for user interaction, and smaller screens can be problematic for research purposes and user interaction. Virtuo, my graduate thesis project, features how future interfaces would allow its users to orchestrate their research on wall-sized screens. The project conveyed the need for seamless user interfaces with gesture recognition technology that enabled these users to manage content.

## INSPIRATION

Inspired by an interactive exhibit and orchestras, the design enables the user to act like a conductor with the computer as the user's orchestra. This idea of music inspired the logo and gestures to start and shut down the computer.





## FULL VIDEO

<https://vimeo.com/124181751>

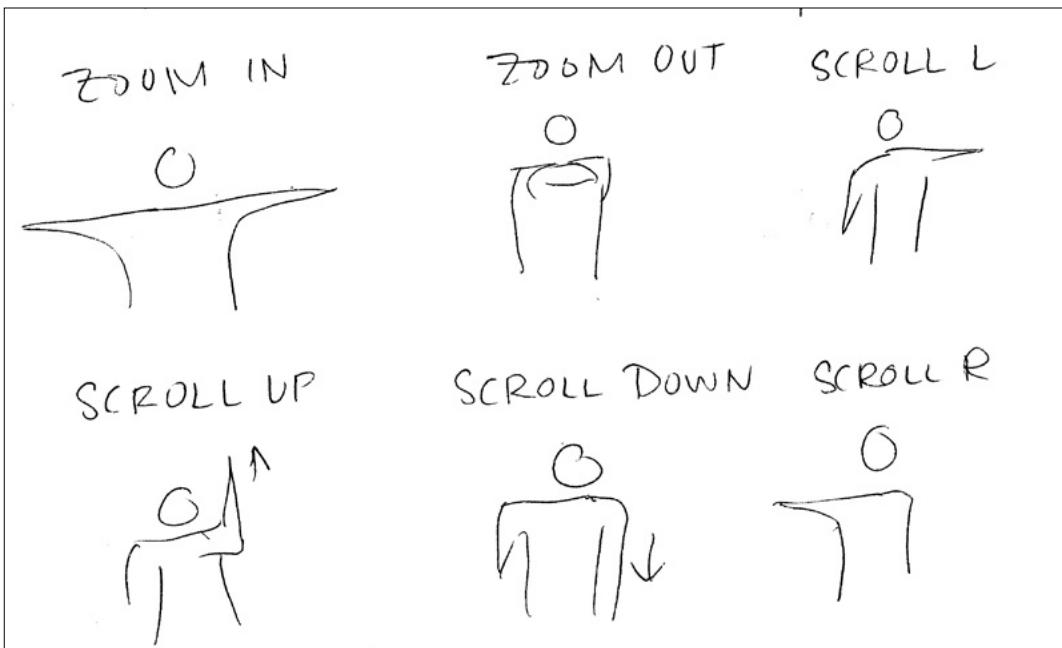
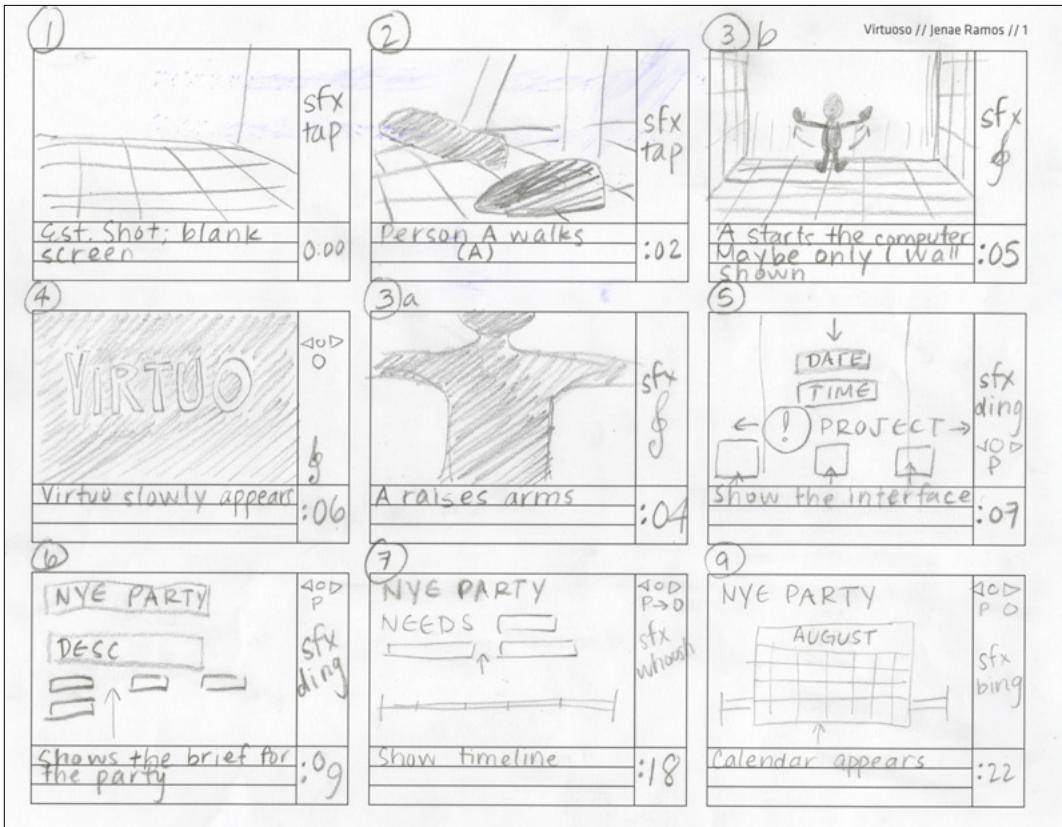
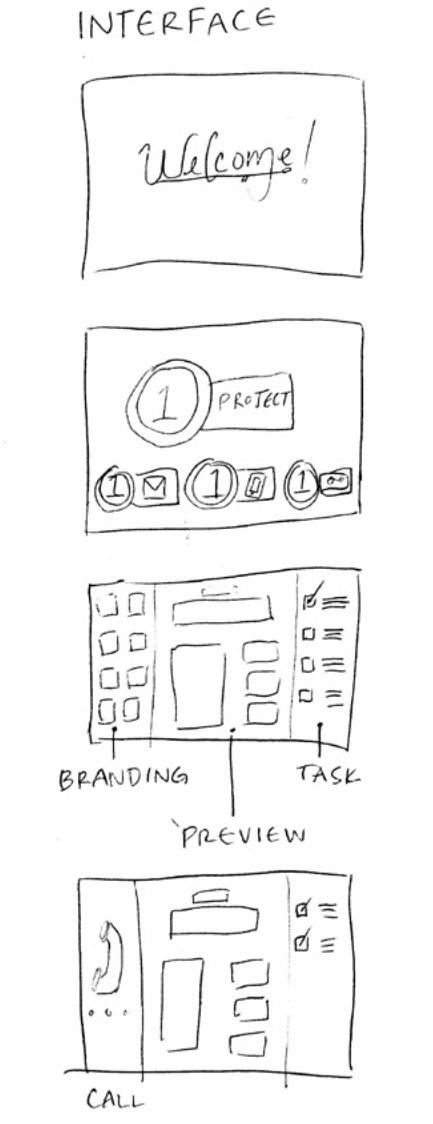
## SKETCHES

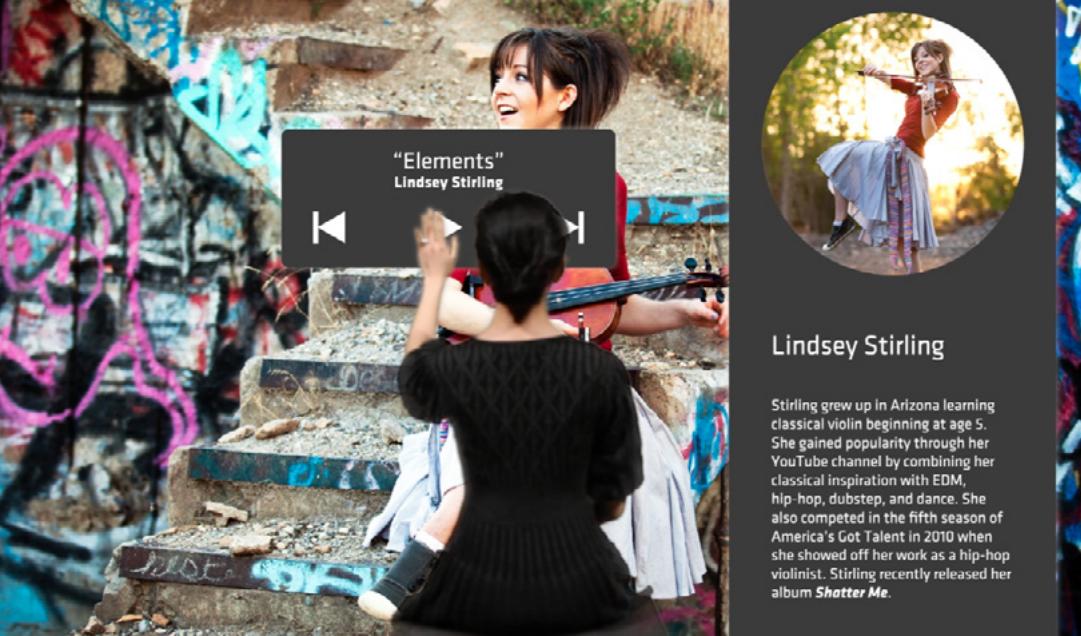
In envisioning the computer of the future, I started with how the design of today's interfaces. The design evolved over time as I continued to do research on current interfaces, watched movies like *The Minority Report* and *Her*.

The gestures featured in the video are based on gestures that are used on mobile touch interfaces and gestures used in the American culture.

## STORYBOARD

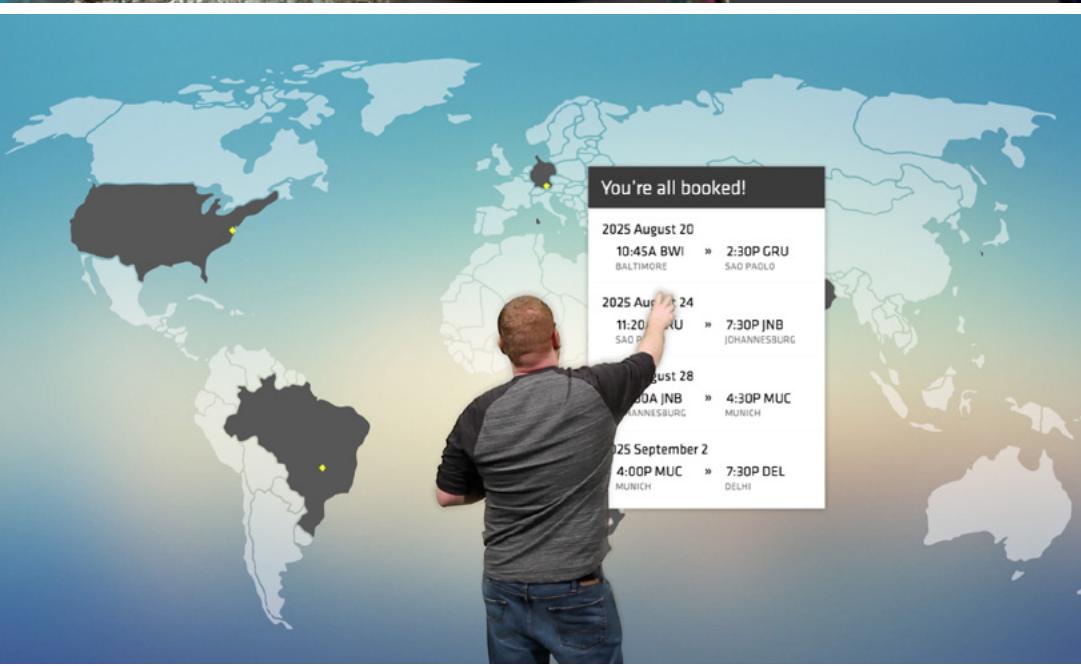
I created storyboards before I began shooting the video. The storyline evolved in order to convey how users could complete daily tasks.





## Lindsey Stirling

Stirling grew up in Arizona learning classical violin beginning at age 5. She gained popularity through her YouTube channel by combining her classical inspiration with EDM, hip-hop, dubstep, and dance. She also competed in the fifth season of America's Got Talent in 2010 when she showed off her work as a hip-hop violinist. Stirling recently released her album *Shatter Me*.



## SHOOTING

I recruited fellow designers at MICA for shooting. I directed and shot the video myself, having the designers "complete" specific tasks.

## ANIMATION

I learned how to use After Effects, edited the footage, and combined animation with the live action footage. In addition, I read the Disney principles of animation to further add the realistic sense of the video.

# Quarry

APP DESIGN · UX

News stories today can either be accurate or sensational. Subsequently, my goal was to create a news aggregator app for the skeptical user who searches for more credible sources.

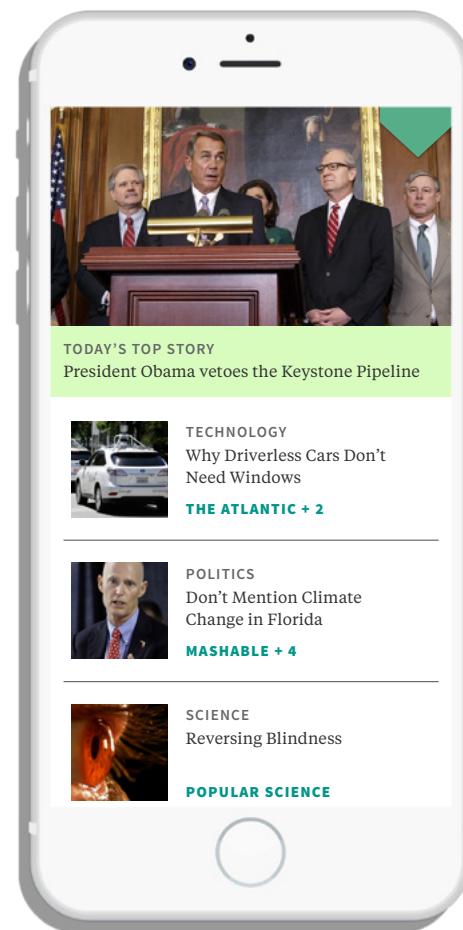
## APPROACH

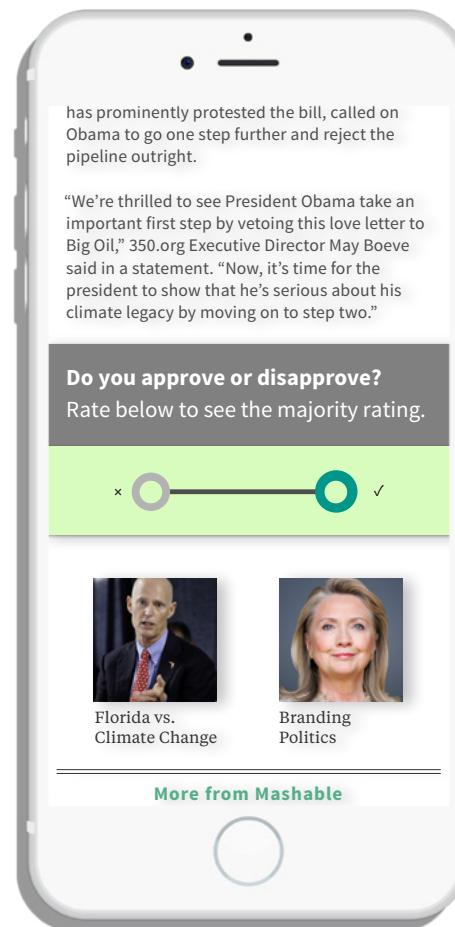
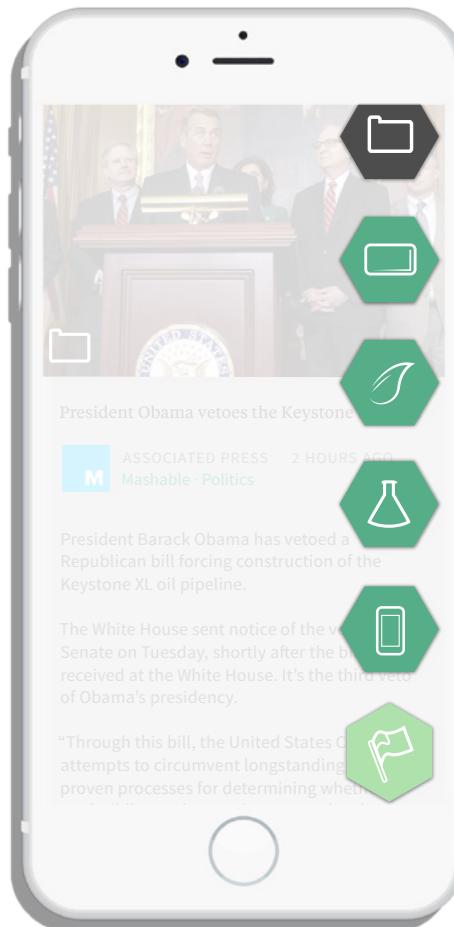
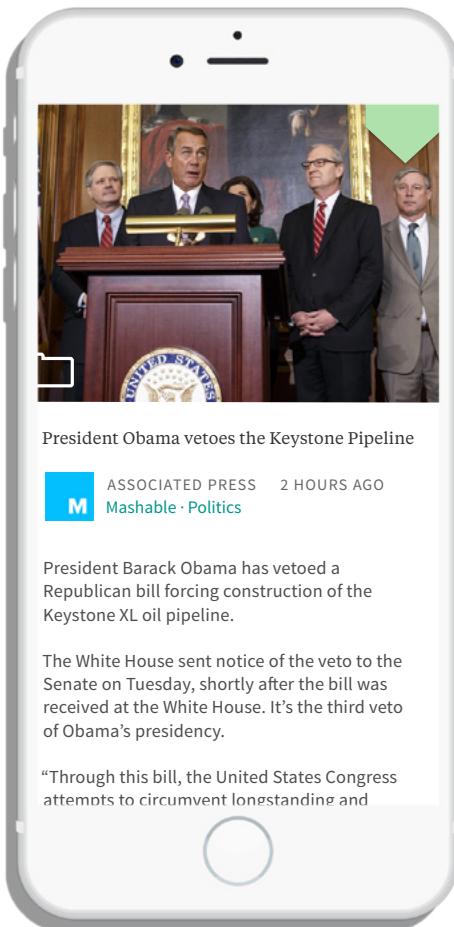
My approach was based on (1) how news is like an abundant natural resource that can be mined and (2) how there are different sides to every story, hence the name "Quarry."

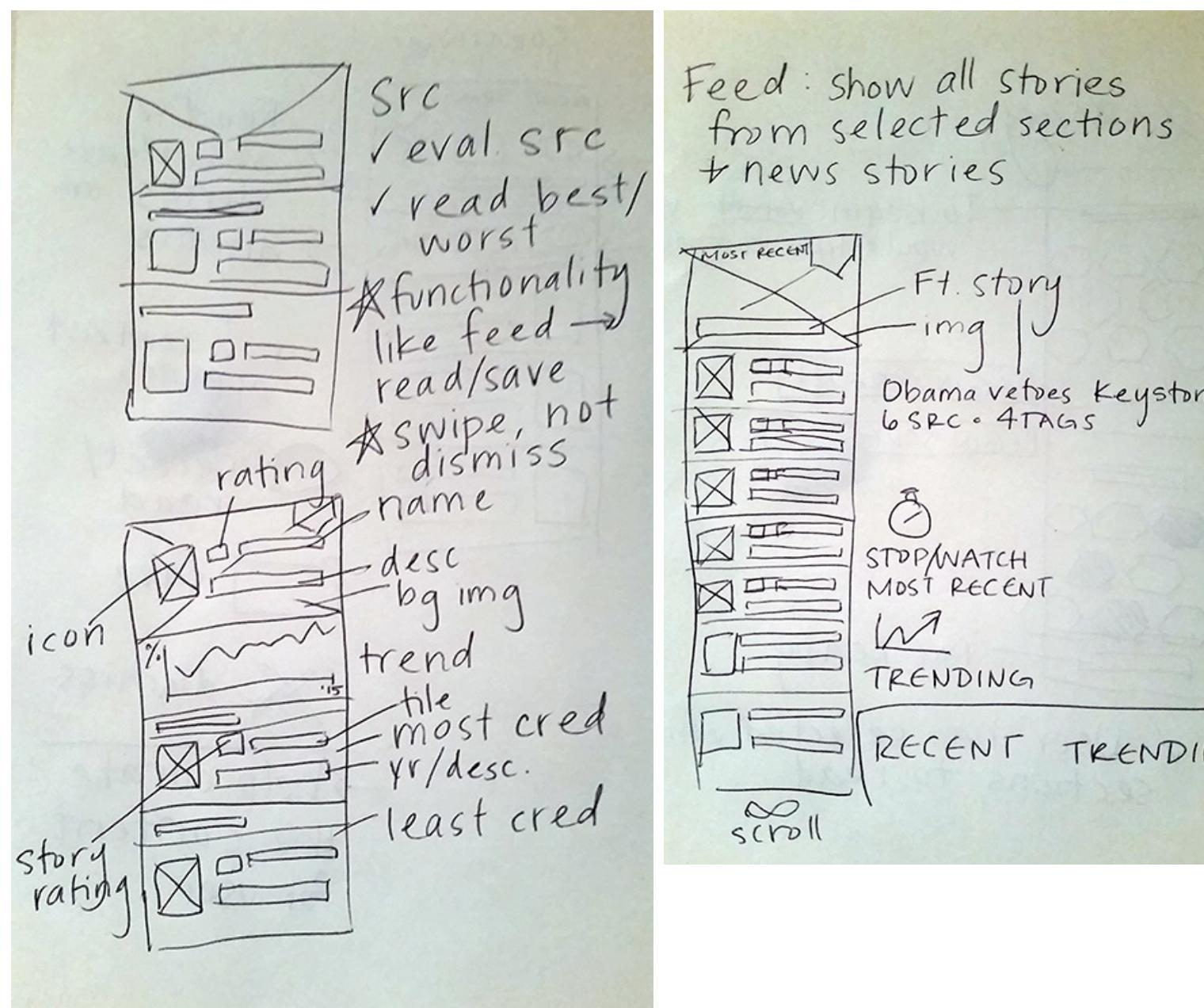
## BRANDING

I chose the name "Quarry" because a quarry is an abundant supply from which raw materials can be extracted. The name "Quarry" also inspired the logo and design I created. The logo alludes to the multiple sides of a story and reveals a hexagon or silhouette of a cube. Hexagons, as a result, became a part of the system.









## WIREFRAMES

Here are some wireframes that I created for the final version of Quarry. After creating the first iteration of the app, I had to reconsider certain parts of the functionality. Subsequently, I edited the final version so that the feed and navigation would be more user-friendly.

# jetblue



## CURRENT JETBLUE BRAND



**jetBlue**  
AIRWAYS®

## JetBlue BRANDING

I did a brand refresher on the airline JetBlue. The design for both concepts alludes to velocity, stability, and movement with the streaks of blue and gray. The logo is based off of the streamline design.



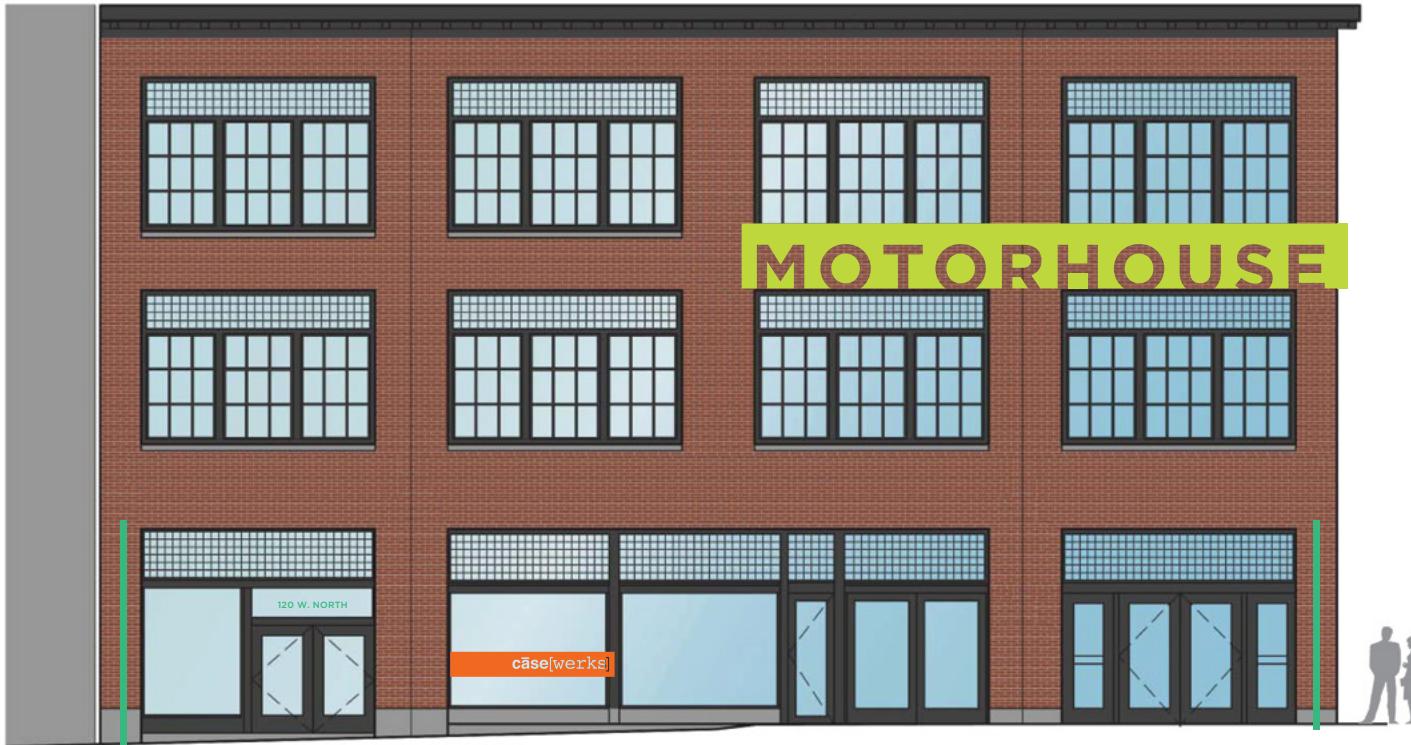
## THE FAMILY EXPERIENCE

Flying can be especially difficult for a family with small children. The children are too small for their own smart phones, and the parents must remember the children's tickets, their tickets, and the procedure. To make the experience easier, I redesigned the boarding pass so that small children can wear their tickets.

## SIMPLI-FLY

Because airlines have ticket scanners at every gate, the boarding bracelet is easy to implement. Passengers can wear the bracelet if they would rather not have their smart phones or full boarding pass. Children's bracelets would have the parent or guardian information and flight information as well.





## The Motorhouse ENVIRONMENTAL DESIGN

The goal was to brand the Motor House, which was built in the early 20th century. I created my design that honors the history as a long-standing structure and artistic hub. Signage could be made of aluminum with water jet cuts. The design addresses high visibility from the east side of North Avenue.

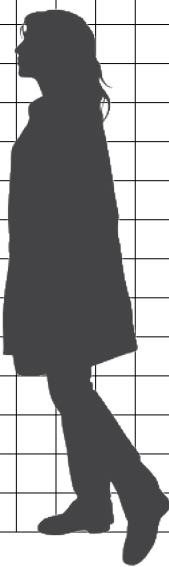


Jenae Ramos

Motorhouse

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321	SUITE 321	SARAH DEER MULOCK
311	SUITE 311	FORCE: UPRISING GAYE CULTURE
101	SUITE 101	PAUL MCCARTNEY
221	SUITE 221	STATION NORTH ARTS
211	SUITE 211	INFOHOOD DESIGN CENTER
201	SUITE 201	MARYLAND CITIZENS FOR THE ARTS
101	SUITE 101	CASEWORK



201  
201

MOTORHOUSE

# The Linotype

## Game Changer of Printing

The Linotype machine enabled and propelled modern-day printing into the 20th century. Created in Baltimore, it made the U.S. the most literate country of the century and enabled faster printing for newspapers like *The New York Times*.

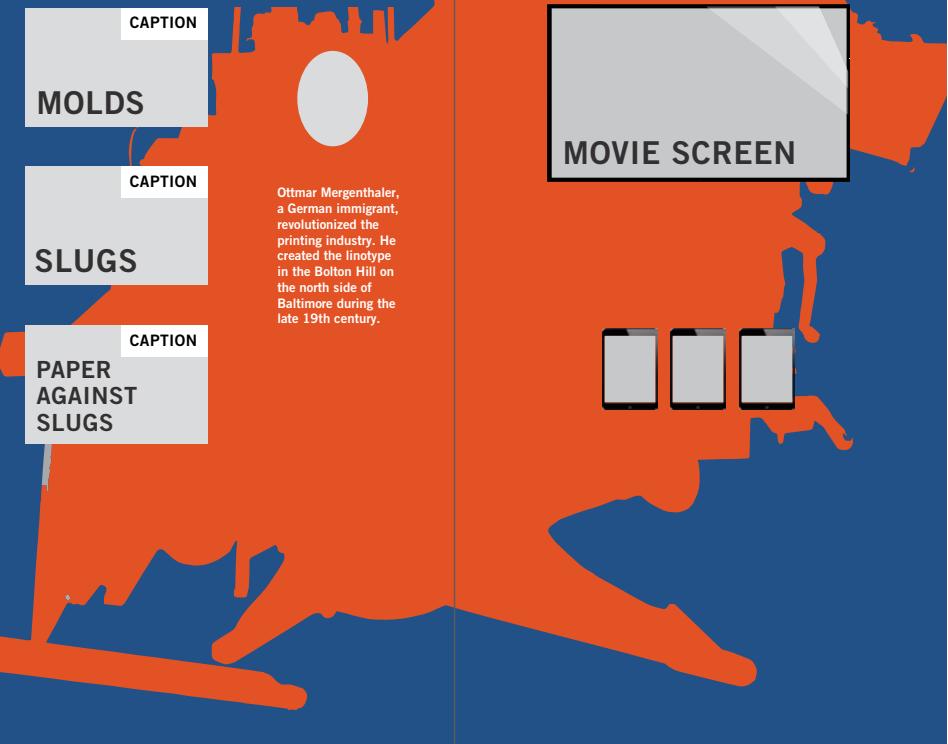


Exhibit Beforehand



## The Linotype Exhibit EXHIBIT DESIGN

The goal was to design the linotype exhibit in the Baltimore Museum of Industry. My design is meant to educate visitors on the linotype machine, which revolutionized the printing industry in the 20th century. In order to make the exhibit more engaging for visitors, I proposed using artifacts and multiple screens (i.e., TV and iPads) to create an interactive experience. The design also addresses the site's vantage points and the 45 degree juncture of the two walls.

