

Joseph Horowitz

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education

Carnegie Mellon University
Class of 2021

BFA in Electronic Time-Based Media
Minor in Human-Computer Interaction
2017, Company Choice Award

experience

Design Nation Arts Database
(Work in Progress)
UX Designer
Aug 2020 - Present

Performing potential user research and competitive analysis to make informed design decisions. Creating and refining wireframes and click-throughs to create a polished, finished website design.

CMU Student Government
Director of Design
Aug 2019 - May 2020

Coordinating designers to brainstorm and enact campus-wide initiatives. Designing interactive interfaces for better transparency within the student body government.

Little Ivy Academy
Head Instructor
May - Aug 2019

Taught middle school students the fundamentals of HTML and CSS and game design applications.

projects

Glop
Spring 2019

Trained a style transfer AI to stylize a 3D animation, which was modeled and rendered through Maya Autodesk.

Tartan Trucks
Spring 2019

Designed an interactive app to streamline ordering services from food trucks nearby CMU's campus.

Support Circle
Spring 2019

Performed user research and designed an app meant to connect people prone to panic attacks with a trusted friend/loved one quickly.

skills

Interaction Design
Web Design
Front End Development
Design Research
2D + 3D Animation
Motion Capture

Adobe CC Suite	node.js	Javascript
Autodesk Maya	p5.js	HTML/CSS
ZBrush	OpenCV	Java
Unity	Vim	Python
Unreal Engine	Git	C#
Motion Builder	LaTeX	C++