Jovonka Johnson

https://jovonka.github.io/Jovonka/index.html J.Jovonka@wustl.edu (864) 569 3323

Skills

React, HTML, CSS, JavaScript, Python, SEO, Angular, Figma, Java, Adobe Suite (Photoshop, Illustrator, InDesign, Premiere, After Effects, Substance Painter, Substance Designer, Audition), Unreal Engine 5, Autodesk Maya, Blender

Education

Sam Fox School of Design & Visual Arts Washington University in St. Louis

Candidate for Bachelor of Fine Arts, 2025 Major in Communication Design Minor in Human-Computer Interaction GPA: 3.68

Relevant Coursework

CSE131 Introduction to Computer Science Washington University in St. Louis

Learned computer science concepts using Java, emphasizing problem-solving, logical decomposition, and pattern recognition in an object-oriented programming paradigm

Experience

Sam Fox School of Design & Visual Arts, St. Louis, MO Shop Monitor August 2022 – Present

Responsible for overseeing metal, ceramic, and wood workshops on campus. Ensure students adhere to safety protocols and wear appropriate gear. Conducted tool orientations for students, emphasizing safe and proper usage.

The Home Depot, Greenville, SC Cashier August 2020 – May 2021

Provided excellent customer service, assisting customers and contributing to orientation for new associates. Demonstrated supervisory skills and conflict resolution in a fast-paced retail environment.

Activities

Washington University Animation Association Public Relations Executive August 2022 – Present

Responsible for media posting and advertising on Instagram. Create graphic designs for club meetings and workshops.

E81 CSE 204A Web Development Washington University in St. Louis

Delved into fundamental principles of designing and developing websites and web application front-ends, covering topics such as page layout, color theory, design principles, SEO, HTML, CSS, Javascript, and front-end frameworks like Angular and React

Sam Fox School of Design & Visual Arts, St. Louis, MO Teaching Assistant June 2023 – July 2023

Independently led a group of high school students through a three-week team project. Guided students in interviews, observations, defining design briefs, brainstorming, model-making, and iterative development. Evaluated prototypes with users and facilitated a final concept presentation.

Ervin Scholar

Scholarship Member August 2021 - Present

Chosen to lead and mentor undergraduate freshmen as part of the Ervin Scholars program. Provide guidance and support throughout their college journey.