

Joseph Valancy

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Skills

AREAS OF EXPERTISE

Augmented Reality
Digital Imagery
Website Graphics
2D and 3D modeling
Social Media awareness

SOFTWARE

Photoshop
Flash
InDesign
Premiere
Autodesk Maya
Redhat Linux
Mac OSX
Windows OS

GENERAL

Transmedia Storytelling
Content Creation
Creative Software Use
Software Bug Testing

Goals

A position working in a team environment where my creativity and collaborative skills can contribute to delivering the best product possible.

Education

Master of Arts in Digital Media and Visual Language

University of Central Florida, 2019

Bachelor of Arts

Florida International University, 2015

Experience

Virtual 3D Designer/Experimental Software Beta Tester

| 2019 – 2020 **Colorado State University (Remote)**
National Hurricane Center, Miami, FL

- Member of a five person team for the National Oceanic and Atmospheric Administration (NOAA), tasked with developing real-time virtual 3D Hurricane Models.
- Responsible for Beta test and debug of experimental 3d modeling software.

UX/UI Design Intern

| 2018 – 2019 **24/7 Teach, Orlando, FL**

- Led a team of three to redesign company website user interface to make achievement progression systems more visible and feel more rewarding.
- Collaborated with team to gamify user experience. To reach this goal, I built soft prototypes with Adobe Photoshop and Premiere.
- Designed and edited logo variations using Photoshop to design the "24/7 Superstars" logo visible on the company website.

Media Intern/Photography Intern

| 2017 **RM Media, Inc., Miami, FL**

- Managed links on company website.
- Worked as a part of the live studio broadcast team.
- Photographed special events.

Independent Projects

Herzog A.R. at OMA – Designer | Spring 2019

Pitched and designed a prototype Augmented Reality overlay and narrative for the Orlando Museum of Art in which the user would view a video through their smartphone of the place the painting depicts superimposed inside the painting's frame.

Villain Protagonist – Designer, Artist, Writer | Spring 2019

Wrote, designed and self-published a short visual novel on itch.io in which the player embarks on a comedy adventure about a stock fantasy Overlord on his quest to take over the world.

What's The "A" Stand For? – Designer, Artist, Writer | Summer 2019

Designed an A.R. story on the ARIS games platform told to the player through the use of QR codes on props in a transmedia environment. The player follows a story about a rogue artificial intelligence exploring the boundaries between physical and virtual space.

Sound in Space- Creator, Programmer | Fall 2018

Helped design and program a virtual art exhibit showcased in UCF Celebrates the Arts at the Dr. Phillips Center for Performing Arts. This tracked where people were using motion capture software and played 4-track audio in different locations based on where the user stood.

The Heart of the Monochrome- Artist | Winter 2014

Showcased at Wolfsonian-FIU student film showcase.