Mike Wilson

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Skills

- **Design –** WCAG Accessibility, Discoverability, Research, Interactive Design
- **Languages / Frameworks** – JS, React JS, Ionic, Bootstrap 4, HTML, CSS, SASS, ActionScript
- **Creative Cloud** – Photoshop/ Illustrator/ Premiere/ Animate
- **Project Management** – Asana/ Slack/ Wrike/ Basecamp
- **Web Development** - http://mikewilsondesigner.com
- **Github**
- **Creative Artist** - http://mikewilsondesigner.com/#portfolio
- **Microsoft Office**

Education

GIMM (Gaming, Interactive Media, Mobile Development)   **Boise, ID**
Boise State University   *Graduation May 2019*

Experience

Freeman Co   **Boise, ID**
UX / UI Intern   *June 2018 – Present*

- Developing a Bootstrap-based, React compatible style guide for use by Freeman web app developers. Including a CSS library using Bootstrap naming conventions which overrides Bootstrap styling to match style guide standards.
- Developing 'plug-and-play' React components that will aid in production of web apps.
- Creating mock-up and production web pages in Webflow.
- Designing full pages, graphics, and animations for web apps and web pages in the Adobe Suite; including: XD, Photoshop, Illustrator, and Animate.

Boise State Admissions   **Boise, ID**
Web & Content Specialist   *May 2017 – Feb. 2018*

- Creating email campaigns to reach prospective students and invite them to attend Boise State.
- Generating branded media content to compliment the emails and the website.
- Working with the Boise State Admissions website to create new pages, posts, and forms so that students can enroll, find info, and more.

Boise State Tespa Chapter President   **Boise, ID**
Club President / Varsity Overwatch Team Manager   *Sep. 2016 – May 2017*

- Coordinating and executing events for a 300+ member club. This includes public events that can reach 600 or more attendees.
- Representing a public voice for the club, I was on a panel about creating eSports Clubs at Dreamhack Denver.

Start-Up VR Studio   **Boise, ID**
3d Artist / Product Designer   *Sep. 2016 – May 2017*

- Worked with local schools and teachers to research UX and consumer needs for an end product.
- Often met with potential clients to help aid in their vision and refine the scope of their ideas and projects.
- Modeled and textured 3D art assets.