

CAITLIN KEARNEY



Objective:

I want to utilize highly interactive digital environments for education and medical treatments.

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USER EXPERIENCE DESIGNER

page 1



Graduated University of Florida 2016

Bachelors of Arts in Digital Arts & Sciences Cum Laude
Bachelors of Liberal Arts in History Cum Laude
Concentration in Design and Production, and Asian Studies



Notable Projects

UI/UX Designer and Developer for Educational Virtual Reality Game:
Newton's Dream is a platformer puzzle mobile VR game designed to teach Newtonian Physics to children. Designed and researched for VR games. Developed the user experience and user interface in Unity. Conducted user tests. Lead team of three students.
January 2016 - Current

Designer for Machine Learning Matching Software:

Hone is a ML job application web app that finds best employment cultural fit. Designed project outline and pipeline, conducted user research, pitched final project. Lead team of seven students and professionals. Finalist in Startup Bus North America.
May 2016

UX Designer for Disney Imaginations 2015:

Lift is an interactive festival designed for the Disney Imaginations Design Challenge. Lift is a narrative festival experience scalably designed to take place in US cities. Created concept art for projection mapping, art installations, and city planning. Lead team of four students.
August 2015 - December 2015

UX Designer for Disney Imaginations 2014:

Green Bean is an eco-friendly public transit system designed for the Disney Imaginations Design Challenge. Green Bean is a pod monorail system designed for Orlando FL. Created pod interior design, concept art, user interface. Lead a team of three students.
August 2014 - December 2016

Developed Educational 2D Game:

Dragonfly Sensei is a platformer game designed to teach Japanese terms to employees at Dragonfly Sushi and Sake. Designed and Developed the game in Unity for WebGL.



Research

Research Assistant for developing children's cultural awareness and empathy through games and fairy tales:

Organized and conducted case study, game research and collection, and re-researching Russian fairytales. Collaboratively designed educational Russian folktale game, assisted with environment lighting for stop motion.
October 2015 - May 2016

Research Assistant for smart home simulation:

Created character animations and scene building in Maya and Unity for user research and simulation building for predicted smart homes. Corrected raw motion sensor data for character animation.
May 2016 - June 2016

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Skilled in

Virtual Reality with:
Oculus/Gear/Cardboard

Autodesk Maya 3D:
Modeling and Animation

Adobe Suite:
Photoshop/Illustrator
Premiere/After Effects/Fuse

Unity Engine with C#

Unreal Engine BSP Brushes

HTML and CSS

Max 7 / Pure Data

Processing

Leap Motion/Orion



Hobbies

Learning Chinese
Aerial Silks and Trapeze
Watercolor painting
Hiking

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page 2



Work Experience

Director of Alex Cafe at San Francisco State University.

Managed summer camp aimed to introduce young girls to STEAM fields. Instructed students on designing for purpose. Lead intraspective talks and taught global issues and solutions. Assisted instructors.

May 2016 - July 2016

Instructor at iD Tech Game Academy at University of California Irvine:

Taught game programming and VR design with Unity and C# to high school students. Worked with students to create individual learning plans and final projects.

July 2016

Server at Dragonfly Sushi and Sake:

Maintained positive guest relations at highest rated Sushi establishment in Gainesville. Practiced company Bushido. Designed and developed training video game.

July 2014 - May 2016

Project Coordinator at Big Picture Games:

Developed and designed interactive story books, revised old IP for serious game, maintained public relations with former game title Raise the Village.

October 2012 - October 2013



Social Organizations

BADAS-Society Founding President:

Established student organization for the Digital Worlds Institute of UF that mobilizes students to explore both art and science by hosting technical workshops and guest speakers. Facilitated Extra Life gaming charity events with the student organization and the department. Became highest raising team for UF Shands Children's Hospital. Currently serving as a club advisor and active BADAS Alumni Director.

May 2014 - Current

Volaticus Vice President:

Directed weekly meetings and events. Organized semiannual performances. Safely instructed beginner students with the aerial silks and the trapeze.

January 2014 - May 2015

Basketball Coach Assistant at Sidney Lanier:

Played basketball with mental and physically disabled youth. Humbly lost to some really awesome students.

January 2015 - March 2015

Eddie the Firearm Safety Eagle Mascot:

Instructed elementary school students with Williston Police about gun safety and avoiding firearms found in the home.

August 2010- May 2011



Awards and Publications

Finalist in North America Startup Bus 2016

Team Leader of Hone

Published Arboreity from Game Laboratory in Cologne Feb. 2016

Audio Design and production

Published in Florida Journal of Turkey and Turkish Studies 2014

Author analysis of "Forty Rules of Love"

Premiered Handful of Leaves (Historical play)

Project Coordinator for Digital Design Team 2013

Scholarship Full Merit Based Florida Bright Futures 2011