CAM WALLER
UX Designer
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I'm an analytical-minded artist with a passion for problem-solving, learning and storytelling in any form. I approach design with creativity, multimedia expertise and years of client management experience to produce solutions that fulfill business needs and deliver superb experiences to their users.

Past Projects

UX Designer - Salter Mitchell

Website redesign for the International Rhino Foundation with focus on user research, information architecture and visual design.

Game Artist & Animator - Horse Isle

Designing and producing art assets, animation and UI elements for casual children's Flash games.

Instructional Designer - SocialMediaOnlineClass.com

Production of Instagram 101 class, including lesson copy, graphics and tutorial videos, and several additional class updates.

Flash Animator & Developer - Dr. Miracle's

Designing and producing a custom Flash "lounge" environment including all backgrounds, character designs, animation and scripting.

Professional Experience

Independent Consultant • 2007 - Present

Traveling artist, designer, writer, editor, translator and language tutor

Community Organizer • gphomestay • 2014 - Present

Jacksonville, FL Community Organizer generating host family leads for international students

Intern - Labo International Exchange Foundation • 2012 - 2013

Intern in Nagoya and Fukuoka offices involved in exchange programs and youth groups

EFL Teacher • Teach & Learn with Georgia • 2010 - 2011

Volunteer English teacher for public schools in rural and urban areas

Managing Editor • GenXXL • 2010

Managing editor and podcast team manager

Cage Assistant Manager • Savannah College of Art & Design • 2007 - 2008

School of Film and Digiital Media equipment cage monitor and assistang manager

Education

General Assembly
Washington, DC • 2014 - 2015
User Experience Design Immersive

Savannah College of Art & Design
Savannah, GA • 2004-2008
Bachelor of Fine Arts in Animation

Skills

Client Management
Art & Design
Animation
Sketching
User Research
Wireframes & Prototyping
Object-Oriented Programming
HTML/CSS

Tools

Axure • OmniGraffle • Invision • Adobe Creative Suite • Autodesk Maya