

# LUISA BRYAN

## CONTACT

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## EDUCATION

### Wesleyan University

May 2021 • Middletown, CT

*Bachelor of Arts*, Computer Science Major, Integrated Design + Engineering Minor, Social Cultural and Critical Theory Certificate. 3.56 GPA.

### Jones College Prep

May 2017 • Chicago, IL

*Diploma*, 3.95 unweighted GPA, 4.98 weighted GPA.

## TOOLS

Photoshop

Illustrator

Premiere

After Effects

InDesign

HTML/CSS

JavaScript

Java

Python

Unity

Ableton Live

MAX

Rhino + Grasshopper

GitHub

Laser Cutter

Microkorg Synth

## WORK

### Digital Design Studio, Studio Assistant

Sept 2020-Today • Middletown, CT

Instruct students to utilize the Adobe suite, laser cutters, printers, programming languages, and digital audio workspaces.

### Renalis, Digital Medical Illustrator

Summer 2020 • Remote

Illustrated medical diagrams and animations of the pelvic floor area for a therapeutic pelvic health mobile application.

Used Photoshop and After Effects to create deliverables based on pelvic health doctors' feedback.

### New York Institute of Tech, Virtual Reality UX Researcher

Summer 2019 • NYC, NY

Researched the Virtual Reality user experience by engineering an experimental virtual environment in Unity.

My research report was peer reviewed and published by IEEE.

### Eiko Otake, Video Installation Editor

Sept 2017-Oct 2018 • Middletown, CT

Edited and sound engineered artist and activist Eiko Otake's 7 hour video installation, *A Body in Fukushima*, which was showcased at New York's Metropolitan Museum of Art and Met Cloisters.

### Freelance, Videographer, Animator, and Designer

2015-Today • Middletown, CT

Film and edit short videos, rig and create character animations, and design posters and GIFS for clients.

### Wesleyan Film Outreach, Founder + Manager

Sept 2017-May 2019 • Middletown, CT

Founded and managed Wesleyan's Film Outreach program, in which volunteers teach elementary students filmmaking.

## PROJECTS

### Energy Skate, Lead UI + UX Designer

Jan - May 2020 • Middletown, CT

Designed, programmed, and animated the user experience, user interface, and character animations in Unity for the original educational iOS game demo, "Energy Skate."

Managed a team of 4 programmers by abiding by agile scrum development methodology.

### InternetLuisa.com, Web Designer + Developer

Sept 2020-Today • Middletown, CT

Programmed my interactive portfolio website with HTML, Tailwind CSS, and JS graphics library P5.JS and designed using Photoshop.

### Tiny Shed, Sound Tech Organizer

Jan 2019-Today • Middletown, CT

Organize and troubleshoot sound technology for live studio recordings.