

Ivy Calvert

Designer and Developer

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EXPERIENCE

Tait Communications, Christchurch — *Junior Design Engineer/Software Engineering*

December 2018 - Present

UI/UX design and front-end web development. Working alongside a team of Software Engineers, I am the sole designer on the team, working to improve UI/UX of existing products; and working with multiple teams to ensure the services developed cater to user requirements. This role involves both post development design and retroactive design, and well as working as the front-end developer integrating the proposed design changes. I also organise and conduct user testing sessions to provide further insights into how to improve the products my team develops.

Victoria University of Wellington, Wellington — *Electronics Tutor*

April 2018 - July 2018

Brought into an Industrial Design class as an Arduino and electronics tutor for third year students. This role included running small scale seminars to introduce students to basic code and circuits required for making functioning proof of concepts for their class. As the only tutor with Arduino experience, I catered to 48 students as the sole electronics tutor.

ICARAS, Wellington (remote) — *Freelance website designer and developer*

May 2017 - December 2017

The full redesign and development of a business website for the ICARAS Risk and Security Consultancy company. Working in a team of two, my allocated jobs included initial concept designs, finalising design, full design guidelines, and initial html and css code setup prior to Silverstripe CMS framework implementation.

SKILLS

Adobe Creative Suite
UI/UX Design
HTML & CSS
Javascript/jQuery/Typescript
Agile/Jira
Graphic Design & Illustration
.NET Core
Python

SOFT SKILLS

Self motivated
Team work
Decision making
Communication
Creativity & problem solving
Leadership
Time management

HOBBIES

Illustration
Games
Cuddling Animals

REFEREES ON REQUEST

Victoria University of Wellington, Wellington — *Research assistant/scholar*

November 2016 - February 2017

Worked with a high profile client on a team of two to develop a mobile application for children. Developed in Unity, the application focused on medical education and used Augmented Reality (AR) technology. Primarily I worked on the initial concept designs and creation of art assets for the game. The final game output implemented a 2D graphical style within the AR environment.

Pan de Muerto, Wellington — *Front of house/wait staff*

November 2015 - January 2017

Fast paced a la carte environment, with waitressing and bartending included. My responsibilities included: training new staff, caring for patrons, taking and serving orders, clearing tables, stocking service areas, receiving payments, cleaning restaurant after closing, and shutting down bar. Responsibilities also included basic bartending knowledge and mixology.

EDUCATION

Victoria University of Wellington, Wellington — *Masters of Design Innovation with Distinction*

March 2017 - July 2018

With the knowledge that few people read website Terms and Conditions when signing up with websites online, I focused my thesis on investigating how this can be changed. This focus included developing a designed output to help influence better informed online behaviours which implemented machine learning technology to present T&Cs in a simplified and visual format.

Victoria University of Wellington, Wellington — *Bachelor of Design Innovation*

February 2014 - December 2016

I majored in Media Design, with specialisations in Interaction Design and Game Design. During my undergraduate studies, I explored many aspects of design. This included a range of disciplines, such as: web development, graphics, and UI/UX.

St Mary's Diocesan, Stratford — *High School*

January 2011 - December 2013

NCEA Level 3 Achieved (Physics, Art, English, Geography, Calculus)

NCEA Level 2 Achieved with Merit (Physics, Chemistry, English, Mathematics, Art, Geography)

NCEA Level 1 Achieved with Merit (Science, Mathematics, Art, English, Design Technology, Geography)

PROJECTS

Waikawau Whopper Trail Ride — *Annual event advertising, Remote*

20xx - Present

A motorbike trail ride event that is held once every year, I have been involved in the event planning for Waikawau Whopper Trail Ride since its first event in 20 xx and, as part of this involvement, have created the advertising material for this event each year. This includes designing event fliers, newspaper advertising, and signs.

ComBAT — *Global Game Jam 2017, Wellington*

Global Game Jam is an event where teams have 48 hours to create a game based on a theme announced at the beginning of the Jam event. As part of a team of four, I was the environmental artist for the project. Project files and game download can be found at: globalgamejam.org/2017/games/combat