

Elizabeth Calvert

Designer and Developer

Preferred name: Ivy

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EXPERIENCE

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.

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 device game 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.

SKILLS

Adobe Photoshop, Illustrator, Premiere Pro, After Effects

Illustration

UI/UX Design

html/css

Python

Command line/git

Graphic Design

SOFT SKILLS

Self motivated

Team work

Decision making

Communication

Creativity/problem solving

Leadership

Time management

HOBBIES

Photography

Games

Music

Illustration

REFEREES ON REQUEST

EDUCATION

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

March 2017 - Ongoing (Finishing July 2018)

With the consideration that few people read the digital contracts users agree to when signing up with websites online, I have focused my thesis on investigating how this can be changed. This focus includes developing a designed output to help influence better informed online behaviours.

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

February 2014 - December 2016

Specialisation in Interaction Design and Game Design. During my undergraduate studies, I explored many aspects of design. This ranged from web development, to graphic-focused design, and written investigations into user behaviours. However I found I was most passionate about front-end web development and game design (with a focus on asset creation and aesthetics).

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

January 2011 - December 2013

NCEA Level 3 Achieved (Physics, Art (Painting), 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

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