Jennings Hanna — Interaction Designer

Hi, I'm Jennings. I am a interaction designer who's fascinated by the intesection of design and technology. I would also like to time travel someday. You can visit my portfolio online by going to JenningsHanna.com or contact me by email at JenningsHanna@gmail.com.

School History

- 2014 The School of Visual Arts, Interaction Design, Graduated with a MFA
- 2005 The School of the Art Institute of Chicago, Graduated with a BFA
- 2003 N.C. School of the Arts, School of Filmmaking, Transferred
- 2001 Broken Arrow High School, Graduated

Employment History

JAN 2015 Code for America - Fellow, Interaction Designer Employer: Jen Pahlka, Executive Director and Founder

TO NOV 2015 Through a highly competitive selection process I was chosen as a CFA fellow for 2015. The team I am on is working with the city of Albuquerque, specifically Mayor Richard Berry, on a product to support and uphold financial wellness among the residents in their city. As the designer, my role is to work on the scope and strategy, build prototypes and eventually a pilot, and negotiate ownership when the fellowship ends. Our team spent the first half of the year doing research in Albuquerque and interviewing nearly 150 leaders in the city and the community. We are now building a financial wellness tool that links local organizations to resources through a simple online evaluation. In the end, we hope to assist residents all over the united states with understanding their financial well being and offering them services that can help them get back on their feet as well as provide cities and various organizations with important data about the state of financial health in their communities.

SEPT 2014 TO

JAN

2015

NFL Media - Strategist, Senior Content Designer Employer: Carmen Dukes, Director of Video and Media Content

My work at the NFL included many projects: The biggest of which was a product released during the 2015 NFL Season called Spiral (spiral.nfl.com). I did the initial product research and validation, scoped the product and even sketched it out. Once the idea was solidified, Carmen and I pitched it for funding and got the greenlight. Other projects include player features, superbowl bracket interactives, and collaborating with NFL films and others on digital video content.

MAY 2013 TO APR

2014

Metropolitan Transit Authority of NYC - Co-op, User Experience Designer Employer: Mike Salvato, Executive Director of EAM in the Office of the President

I was a member of a team within the Enterprise Asset Management department whose role was to assist in delivering software solutions for managing inventory, maintenance, and overhaul of an extensive network of bus and subway assets. I facilitated workshops with executive stakeholders from all MTA agencies and conducted further interviews with selected stakeholders. Then compiled and synthesized the data into a requirements document. Later, the RFP was presented to the leading tech companies in the public sector including IBM, Accenture, and Infor. In addition, I produced a workshop between the School of Visual Arts Interaction Design department and the MTA, bringing together executives and students to concept new data visualization techniques for the MTAs' board books.

NOV tMOSS incorporated – Designer, Client Manager

2006 Employer: Toni Moss, Owner

Duties: Consult, design, and develop identity oriented web or print solutions for clients of all distinctions. Clients ranged from flag companies to multi-state lithography printing companies to well known international artist.

Experience includes: Design in Photoshop, Illustrator, InDesign, HTML, CSS, and Javascript. E-commerce management and construction. Flash applications, videos, and client utilities including adwords, email campaigns, and file management. Marketing and identity development. Large traffic SEO (pay-per-click and organic) deployment for multiple private sector clients including real-estate and e-commerce.

Selected Projects, you can find more at JenningsHanna.com

- JUN Meyer Cornell Cancer Center, www.MeyerCancer.Weill.Cornell.edu
- Information Architecture. I worked with the directors of a new facility in NYC to create the architecture for a website that was focused on helping patients, students, and doctors navigate the services they are offering.
- NOV Electronifie, www.electronifie.com
- User Experience Design. Working with the founding team I insured a user experience that is unique yet familiar for traders. Their service aims to reinvent the mundane bond trading experience through a better interface design.
- APR Déjá Vu by You, www.dejavubyyou.com
- Co-Creator. A project and side business for sending customized postcards to the future.

 On hold at the moment but hoping to make partnerships where proceeds go to non-profits whose missions are to help young people learn to write and code.
- 2012 Pen Moms, www.penmoms.com
- Co-Creator. Our team including two designers, a developer, and a data scientist made a networking tool for single moms in low-income neighborhoods. This project started at the Feast on Good conference in 2012 and continued through 2013.
- The Chicago League of Young Voters, www.chicagoyoungvoters.org (n/a)
- Co-Founder. Assisted in organizing and launching the first non-for-profit in Chicago focused
 on young voters with the assistance of The League of Young Voters in NYC, the League of Women Voters in Chicago, and the Wellstone Foundation.

Acknowledgements

- 2015 Recipient, Code for America, Fellow, San Francisco
- 2014 Invited, The Feast on Good Conference, New York City
- 2013 Attended, Google Design Challenge, New York City
- 2012 Attended, An Event Apart Design Conference, Minneapolis
- 2011 Attended, Voices that Matter Web Design Conference, San Francisco
- 2005 Selected, The School of the Art Institute Leadership Council, Chicago
- Selected, ifvchicago.com Best of the Best annual screening, Chicago
- 2003 Recipient, Semans Art Grant for Screenwriting, North Carolina
- 2001 Recipient, MayFest Young Artist Award for Filmmaking, Oklahoma
- 2000 Recipient, Tulsa's Best Young Filmmaker Award, The Living Arts Council, Oklahoma

Skills Storytelling: ... I've been passionately telling stories with media since childhood. Interaction Design: ... I'm a "create with, not for" kind of designer. Design Research: ... My first step is always talking to the users and stakeholders. **Content Strategy:** ... I'm meticulous and exercise focus and clarity. And... content is story delivery! **Business Development:** ... I helped run a small business and have 10+ years experience working with clients. Front-End Development: ... Although it's not my everday, it's my strongest trade skill. Graphic Design: ... I love color and typography but I don't get to use them often.

References

Alex Wright, Director of User Research at ETSY

awright@etsy.com

Alex was my thesis advisor in graduate school and continues to support me with inspiration and mentorship. He used to lead the R&D lab at the New York Times.

Carmen Dukes, Director of Video and Content at NFL Media

(267) 738 - 1669 | Carmen.Dukes@NFL.com

Carmen and I graduated from the same graduate school five years apart. Since graduating I worked with her at the NFL and we continue to share our ideas and connect.

Breeze Richardson, Director of Communications Kansas Board of Regents

(773) 348 - 0175 | Breeze.Richardson@gmail.com

Long time profesional mentor for over ten years. We met when we co-founded the Chicago League of Young Voters in 2003.