

# PHILIX CHADBOURN

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## EXPERIENCE

### Freelance Artist, Minneapolis, MN ----- May 2019 - Present

- Custom drawings, paintings, and hand-painted clothing
- Portrait photography and Photoshop edits
- Short films, edited in Final Cut Pro

### Photographer, Shutterfly Lifetouch ----- July 2020 - Sept 2021

- Facilitated school picture days and ensured job data was handled properly
- Set up portable photography studio, uploaded job data, and calibrated equipment
- Photographed students and staff

### Assistant Manager/Technician, On Call Bio ----- June 2019 - July 2020

- Worked with team to remediate contaminated areas and dispose of biohazard waste
- Communicated with clients, assessed situations, and wrote project proposals
- Filmed and edited instructional videos and designed employee ID cards

### Research Assistant, University of Minnesota-Morris ----- Sept 2016 - May 2017

- Compiled research notes and bibliographic data for professor Julia Dabbs' "Making the Invisible Visible: The Presence of Older Women Artists in Early Modern Artistic Biography"

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## EDUCATION

### UX/UI Bootcamp, University of Minnesota ----- March, 2022 - Sept, 2022

### BA in Studio Art, University of Minnesota-Morris ----- Aug, 2015 - May, 2019

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## SKILLS

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|--------------------------|-------------------------|-------------------------|
| • User Experience Design | • User Interface Design | • Front-End Development |
| - Empathy Maps           | - Heuristic Evaluation  | - HTML                  |
| - Storyboards            | - Style Guides          | - CSS                   |
| - Wireframes             | - Prototyping           | - Bootstrap             |
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## TOOLS

- |            |             |                      |
|------------|-------------|----------------------|
| • Figma    | • XD        | • CodePen            |
| • Invision | • Photoshop | • GitHub             |
| • Miro     | • Sketch    | • Visual Studio Code |