

STEPHANIE KESKE

↳ **skeske.com** skeske@gmail.com

UX problem solver who builds intuitive front-end interfaces and makes sense of complex workflows for software engineers and non-technical users alike.

EXPERIENCE

LAIKA Entertainment — Hillsboro, Oregon

TD/*Software Designer*

JULY 2016 - PRESENT

Junior TD/*Software Designer*

MARCH 2013 - JULY 2016

Developed tools and devised database workflows to support the production of Academy Award-nominated stop-motion animated films *Kubo and the Two Strings* (2016) and *The Boxtrolls* (2014) and an unannounced film currently in production; strategized and implemented workflow scaling and automation techniques to facilitate the studio's goal of running multiple productions concurrently.

Led UI/UX design initiatives for the Production Technology department; conducted user research and story mapping sessions; guided the design of a new asset tracking tool and redesign of a key high-volume publishing tool; collaborated with a wide spectrum of technical and non-technical users in usability testing sessions and prototype evaluation.

Identified gaps in production database front-end services and built several React/Redux apps to address off-the-shelf GUI limitations in support of scheduling workflows and cross-studio communication.

PROFESSIONAL TRAINING

Interaction Design Foundation

SEPTEMBER 2017 - PRESENT

Online courses in *Human-Computer Interaction*, *UI Design Patterns*

Oregon State University Professional Education

JULY 2017

Four-week online course in *Technical Writing*

UX Night School — Portland, Oregon

APRIL - MAY 2017

Five-week seminar facilitated by Amelia Abreu (uxnightschool.com), with hands-on training in *Planning and Managing User Experience Projects*, *Interviewing Users* and *Journey Mapping*, *Accessibility and Usability*, and *Designing Services*

EDUCATION

Texas A&M University — College Station, Texas

Master of Science, *Visualization*

MAY 2014

Thesis: *Communicating for Creative Success in Remote Collaborative Work*

Cumulative GPA: 4.000

Coursework in Design Research Methods, Design Communication, Human-Centered Computing, Graphics Pipeline Development

Bachelor of Science, *Visualization*

MAY 2010

Summa Cum Laude, Cumulative GPA: 3.934

Coursework in Graphics Programming, 3D Modeling and Rendering, Human Perception, Graphic Design, Drawing for Visualization

SKILLS

User Experience Design

Information Architecture, Diagramming, Task Flows, High- and Low-Fidelity Prototyping, User Interviewing

Graphics/Prototyping

Photoshop, Illustrator, OmniGraffle, Sketch

Programming

JavaScript, React/Redux, LESS/CSS, Python, PyQt, Processing/Arduino, Git

TALKS

Autodesk University 2017

Shanghai, China

Shotgun in Production at LAIKA

Eurographics 2013

Cagliari, Italy

Evaluation of Students' Skills in Remote Collaboration for Creative Problem Solving in Computer Graphics with Professor Tim McLaughlin

ACM SIGGRAPH 2011 Dailies

Vancouver, Canada

CG on the High Seas