

REID KIMBALL

1855 W 10th Ave. Upper Eugene, OR 97402

reid@sparkplugcreations.com | 415-632-9982 | <http://reidkimball.com/>

USER EXPERIENCE DESIGNER

UX DESIGN SKILLS

- Research and Design: Interviewing subjects, wireframing, user stories, user personas, leading focus groups, leading usability tests, interactive prototypes, cinematography, photography, video editing
- Software: Adobe CC release v2017 (Adobe XD, Dreamweaver, Photoshop, Lightroom, Premiere Pro, and After Effects), InVision, MS Office Suite 2010, Google Suite Apps
- Programming Languages: HTML5, CSS3, JavaScript, jQuery v1.11.3, Bootstrap v3.3.7

TEACHING

The Academy of Arts and Academics (Eugene, OR)

August 2015 – Present

- Designed engaging project-based learning experiences to teach the fundamentals of film, storyboarding, cinematography, video editing, and special effects.

MOBILE / WEB DEVELOPMENT

WANTED: Crohn's End (Web, DVD)

April 2010 – Present

- Used CrazyEgg analytics to inform redesign of front-page layout, which led to increased engagement with the film trailer.
- Created WordPress based website for documentary (<http://crohnsend.com>) with a focus on a clean organization of content.
- Directed, wrote, and produced documentary, "WANTED: Crohn's End" using Adobe Premiere Pro CC, and After Effects CC.

Reidkimball.com (Web, iOS, Android)

December 2016 – April 2017

- Developed mobile health app prototype, "5R IBD Healing Framework" by creating user stories, user task scenarios, wireframes, a focus group, usability tests, and interactive prototypes with ProttApp, and InVision.
- Created a mobile dating app prototype, "5 Loves" using Adobe XD.
- Created custom website from scratch using Bootstrap v3.3.7 (<http://reidkimball.com/>).

GAME DESIGN (USER EXPERIENCE)

Buzz Monkey Software - Eugene, OR

September 2008 – January 2010

Lead Game Designer

Unannounced FPS (PC)

- Designed gameplay mechanics for customizable weapons.
- Collaborated with team to create and refine customizable weapon gameplay.
- Prototyped new multiplayer game mode using UT3's Kismet visual scripting.

Game Designer

Tony Hawk: RIDE (Nintendo Wii)

- Implemented gameplay using proprietary software tools.
- Wrote Game Accessibility technical features for the GDD.
- First to create a custom level and documented the process for team training.

REID KIMBALL

1855 W 10th Ave. Upper Eugene, OR 97402

reid@sparkplugcreations.com | 415-632-9982 | <http://reidkimball.com/>

LucasArts - San Francisco, CA

February 2006 – June 2008

Designer

Star Wars: The Force Unleashed (XBOX 360, PS3)

- Led Scrum team to complete all our tasks during multiple sprints.
- Designed multiplayer gameplay and environments.
- Scripted game events using LUA programming language.
- Observed focus group/usability testing for Star Wars: The Force Unleashed.

Doom3 [CC] Mod - Dallas, TX

Fall 2003 – Spring 2004

Lead Designer

- From early stage concept to launch, led a team of captioners and programmers to develop a closed captioning system for Doom3 called Doom3 [CC].
- Downloaded over 18,000 times.

Ritual Entertainment – Dallas, TX

May 2003 – November 2005

Level Designer

- Gathered user feedback during usability tests for various projects.
- Used Hammer, QE Radiant, and others tools to create gameplay for 25 to Life, Black Hawk Down: Team Sabre, Counter Strike, and Condition Zero.

EDUCATION

Rochester Institute of Technology, Rochester, NY

BS Information Technology, November 2002.

VIDEO GAMES CREDITED

Tony Hawk: RIDE (Nintendo Wii)	Half-Life: Counter-Strike (XBOX)
Star Wars: The Force Unleashed (XBOX 360, PS3)	Blair Witch 3: The Elly Kedward Tale (PC)
25 to Life (PC, XBOX, PS2)	Gunman Chronicles (PC)
Counter-Strike: Condition Zero (PC)	Heavy Metal: F.A.K.K 2 (PC)
Delta Force: Black Hawk Down - Team Sabre (PC)	

ACHIEVEMENTS

- Released feature length documentary, “WANTED: Crohn’s End” (August 2016).
- Successfully fundraised over \$17,000 via Kickstarter.com and Indiegogo.com for “WANTED: Crohn’s End”.
- Gave PBS KQED TV and radio interviews about game accessibility (May, 2007). (<http://www.kqed.org/quest/television/view/276>)

INTERESTS AND HOBBIES

- Creating films with a focus on exploring cinematography techniques.
- Being physically active with yoga, weight lifting, and ice hockey.