



Reid Kimball

UX Designer

<http://reidkimball.com> - rkimball@gmail.com - 415-632-9982

PROFILE

I have worked with high-performing artists and programmers from Industrial Light and Magic, and LucasArts. Over the years I have fallen in love with video editing, teaching, and User Experience Design. It's my combination of experience I feel that sets me apart.

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, SCRUM agile development

Software: Adobe CC release v2018 (Adobe XD, Dreamweaver, Photoshop, Lightroom, Premiere Pro, and After Effects), InVision

Programming Languages: HTML5, CSS3, CSS Grid, Flexbox

VIDEO GAMES CREDITED

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

WORK EXPERIENCE

reidkimball.com (Desktop, Mobile) – Eugene, OR

December 2016 - Present

UX Designer

- Worked collaboratively with my clients to achieve desired goals.
- Designed mobile and desktop wireframe mockups in Adobe XD for client approval.
- Programmed mobile-first responsive websites using HTML5, CSS Grid, Flexbox, breakpoints, and media queries.
- Created a mobile dating app prototype, "5 Loves" using Adobe XD.
- Developed mobile health app prototype, "5R IBD Healing Framework" by creating user stories, user task scenarios, wireframes, interviewing a focus group, usability tests, and interactive prototypes with ProttApp, and InVision.

The Academy of Arts and Academics – Springfield, OR

August 2015 - Present

Media Arts Teacher (Film)

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



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WORK EXPERIENCE

Achievements

- Created first ever school film festival to showcase student films to the school community.
- Coordinated with teachers and staff to ensure dance, music, and film classes were all held on the same day and time so that students could collaborate cross-discipline on a semester long Screendance film project.
- Increased registrations of student accounts for a project management system by 40% with easily accessible Google Document.

FOX KLSR-TV (Web,TV) – Eugene, OR

May 2013 - June 2014

Video Producer

Worked with clients under tight deadlines to film and edit 15 to 30 second commercials. Often wrote scripts, filmed, and edited with Adobe Premiere Pro and After Effects. Collaborated with talent and voice actors, chose final music for spots, and uploaded to TV delivery FTP and YouTube.

Achievements

- Created 100+ commercials in thirteen months using an efficient production workflow with Trello task management software and Premiere Pro project templates.

Sparkplug Creations (Web) – Eugene, OR

April 2010 - August 2016

Owner

Directed, wrote, and produced the documentary, "WANTED: Crohn's End" over six years. Developed wordpress website (<http://crohnsend.com>) for documentary to inform viewers about the issues. Additionally contracted with clients to produce a variety of videos covering sports, weddings, and businesses.

Achievements

- WANTED: Crohn's End was accepted and screened at the Eugene International Film Festival where it drew the second largest crowd of the festival. The highlight of the evening was having one of the featured characters of the film join me in person for the Q&A session.

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)

- Spearheaded Game Accessibility technical features for the Game Design Document.
- First to create a custom level and documented the process for team training.



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WORK EXPERIENCE

LucasArts – San Francisco, CA

February 2006 - June 2008

Designer

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

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

Ritual Entertainment – Dallas, TX

May 2003 - November 2005

Level Designer

- Gathered user feedback during usability tests for various projects.

Doom3 [CC] Mod (Web)

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].
- Created design documents with wireframes and design mockups for graphic designers and programmers.

Achievements

- Downloaded over 18,000 times.
- Numerous emails received from people about how fantastic the mod is and that it allowed them to enjoy the game for the first time.

EDUCATION

Rochester Institute of Technology, Rochester, NY
BS Information Technology, November 2002.

ACHIEVEMENTS

- 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>)
- Doom 3 [CC] modification nominated for Best Mod in the Doom 3 category of the Independent Games Festival 2006

INTERESTS AND HOBBIES

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