



Reid Kimball

UX Designer

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

PROFILE

Former Video Game Designer looking to transition into UX Design work for web and mobile. Proficient in UX processes such as focus groups, wireframing, rapid prototyping, and usability testing. Strong command of software tools including Adobe XD, Premiere, After Effects, Photoshop, and InDesign. Proven to be an inspirational team player; detail oriented, and delivers results on time, within budget.

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, InDesign, and After Effects), InVision

Programming Languages: HTML5, CSS3, CSS Grid, Flexbox

EXPERIENCE

The Academy of Arts and Academics – Springfield, OR
Media Arts Teacher (Film)

August 2015 - Present

Designed engaging project-based learning experiences to teach high school students film production.

Sparkplug Creations (Web, Mobile) – Eugene, OR
Owner

April 2010 - August 2016

- 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.
- Contracted with clients to produce a variety of videos covering sports, weddings, and businesses.
- 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.

Achievements

- WANTED: Crohn's End documentary film was screened at the Eugene International Film Festival 2017 where it drew the second largest crowd of the festival.

Buzz Monkey Software – Eugene, OR
Lead Designer

September 2008 - January 2010

- Wrote accessibility technical specifications in Game Design Document.

LucasArts – San Francisco, CA

February 2006 - June 2008

- Collaborated across disciplines to design and implement interactive experiences.
- Led Scrum team to complete all our tasks during multiple sprints.
- Observed focus group/usability testing for Star Wars: The Force Unleashed.



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Ritual Entertainment – Dallas, TX

May 2003 - November 2005

Level Designer

Gathered user feedback during usability tests for various projects. Implemented fixes that reduced player frustration and increased their enjoyment of the gaming experience.

Doom3 [CC] Mod (Web)

Fall 2003 - Spring 2004

Product Manager and Designer

From early stage concept to launch, led a team of captioners, artists, and programmers to develop a closed captioning system for the video game Doom3.

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

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.