



Jameson Traivis A. Rebutoc

jameson_rebutoc@sfu.ca

(778) 668 - 9466

<https://bit.ly/2Alb94m>

UX / UI

Art

Design

Code

3D Model

Profile

I want to use my all-around skills and knowledge in contemporary design and psychology to apply it innovative projects and help other people adjust and adapt to the modern interfaces of the digital world. With the increase in various technological advancements, it is my responsibility as a designer to better the experience of my users when they interact with the any projects I create.

Abilities

Adobe & Office

Photoshop,
Illustrator,
Word, Excel,
Powerpoint

Developing Software

Processing, Eclipse,
Unity, Atom, Sublime,
GitKraken, Drupal,
Bootstrap 3, Flexbox

Code Language

C#, HTML5,
CSS3, Java,
Java-script

Prototyping

Axure, Proto.IO,
Justinmind,
Invision

3D Modelling

Autodesk Maya,
Mental Ray, Google
Sketch Up, AutoCad

Art & Animation

Sketching, Wacom Cintiq,
Digital Arts, Spriter,
Autodesk Sketchbook

UX / UI Projects

● Mobile App Re-design Project | Knowledge Network's Mobile App Fall 2018

A project involving British Columbia's public broadcasting company, Knowledge Network (KN). The goal is to help the lead designer of KN create a modern re-design for their existing mobile app in iOS and Android.

- Preliminary research on Android and iOS platforms and how they differ, KN's competitors, KN's old app, and mobile notifications
- Ideated, conceptualized and created multiple sketches and wireframes
- Practiced, transfered and adapted the KN branding to their new mobile app
- Created mock-ups and interactive prototypes in Adobe XD
- Gained practical experience and insight from a senior UI designer
- Presented research, analysis and mock-ups to various audiences

● Website Page Design and Development | Knowledge Network's Year End Campaign Fall 2018

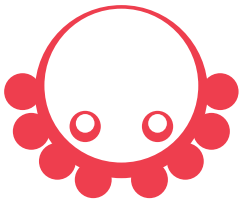
A project involving the creation of a webpage designed for a year end campaign event for Knowledge Network (KN). The event is a website that help increase donations, by providing targeted viewers exclusive KN content, accessed through the designed webpage. The entire project was conceptualized by a client, where they provided a brief, goal and a preliminary sketch of the layout design for the webpage. The purpose of this project was to experience full project control and leading it from a client's initial idea into design phases and development.

- Researched and studied Drupal framework and Bootstrap 3.0
- Gained insight and first-hand experience in conceptualizing ideas to mock-ups and prototyping and eventual developing
- Created multiple version and iterations of mock-ups in Adobe XD
- Developed HTML and CSS with Sublime, Drupal and Bootstrap 3.0
- Presented mock-up layouts to various audiences

● Mobile and Email Notification User Flowcharts | Knowledge Network's Notification Planning Fall 2018

A project involving creating several user flowcharts for Knowledge Network's notification system for the mobile and email. Through research, several possible user scenarios and flowcharts were created in order to help the team understand user pain points and the benefits of creating a notification system for their viewers in the future. Furthermore, the project involved researching iOS and Android mobile notifications and analyzing the notification methods of KN competitors.

- Researched about email and mobile notifications
- Documented possible use-case scenarios
- Created several UX flowcharts based on possible use-case scenarios
- Created a thorough set of presentation slide on mobile notifications for iOS / Androids and of KN competitors



Jameson Traivis A. Rebutoc

UX / UI

Art

Design

Code

3D Model

jameson_rebutoc@sfu.ca

(778) 668 - 9466

<https://bit.ly/2Alb94m>

● Software Prototype Project | CCIC

Spring 2018

CCIC (Character Creation Inspiration Cloud) is a creativity support tool for helping artists in designing characters. This unique prototype allows the user to use words and images for inspiration by combing them into idea packages that can be accessed and used through an add-on tab in their favourite creativity software such as Adobe Photoshop or even Autodesk Maya.

- Ideated, conceptualized, and finalized most of the interactions, navigation and overall UX and UI
- Led the entire design of the layout for each set of interactions
- Produced all of the UI sketches and storyboards to present to teammates, our professor and documentations
- Produced all of the presentation slides in all 3 phases of the project
- Used Adobe Illustrator to create UIs

3D Modelling Projects

● Virtual Reality Project | Echo

Summer 2017

An immersive virtual reality project consisting of both a digital environment and a physical set-up. The user takes the role of a mother polar bear who must seek her cubs using a marco-polo game mechanic. The difficulty of this goal is dependent on the real lifestyle of users. This project seeks to inform and warn the players of how their everyday decisions can negatively impact the home of polar bears.

- Led the entire project (directed positions, tasks, logistics and other essentials)
- Curated and composed the entire form, storyline, and mood of the project
- Created all 3D models and most animations in Autodesk Maya 2016
- Created the ambiance, atmosphere and environment in Unity
- Completed the project within an intersession course

Fine Art Projects

● Traditional Art Project | Art Journal

Spring 2018

A journal composed of various physical drawings using traditional media such as graded pencils, charcoal, watercolour, and oil pastel. Each of these drawings and artwork satisfy an art method and technique that was learned from each week within lecture and labs. The theme/topic for this journal was horror and fear.

- Used various media such as: graded pencil, charcoal, watercolour, and oil pastel
- Demonstrated human figure proportions, human face proportions (and exaggerated)
- Demonstrated various art methods such as tonal values, mixed media, drapery and more

● Hobby and Digital Art Project | Wallpapers

2016 - Present

These are side projects that are a byproduct of practicing new features and techniques with Adobe Photoshop and Autodesk Maya 2016. Insofar, all of these wallpapers have themes that are requests from friends and they use it as their wallpapers.

- Used Adobe Photoshop
- Used Autodesk Maya 2016
- Rendered with Mental Ray 2016
- Conceptualized and planned the composition of each wallpaper

Education

● Simon Fraser University | Bachelor of Science

2013 - Present

School of Interactive Arts and Technology

This major is composed of three major concentrations: Media Arts, Design and Interactive Systems. My concentration is Interactive Systems, which specializes in developing games, websites, and much more.