

# OLIVIA ADAMS

## UI/UX Designer

Creative, organized and technical UI / UX Designer with 10+ years experience in the Visual FX and Information Technology industry who is happiest when Science, Engineering and Education intersects Art and Design.



### SKILLS

#### UI / UX

- Multiplatform Design
- Adobe Creative Suite, Sketch, InVision + Flint
- Design Patterns + Trends
- App Ideation + Responsive Design
- Visual Communication, Branding + Icons
- Lean UX + Research
- Wireframing + Prototyping
- 3D, Interactive, Gestures & Sound Design
- User Testing + Feedback Loop

#### VFX / IT

- Graphic Design, Illustration + VFX
- Layout + Composition
- Agile Workflows
- Problem Solving Techniques
- Organisation + Time Management
- Leadership + Management
- Effective Teamwork
- Written + Verbal Communication
- Listening + Providing Feedback
- Strong Work Ethic
- Workflow Optimization



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### EXPERIENCE

#### UI / UX DESIGN

##### Tunesta Music App - Mobile

- App ideation, design branding, wireframes, symbols + iconography using Adobe Creative Suite, Sketch + inVision to successfully design an encouraging learning tool using “gamification” to learn + discover the Jazz Clarinet

##### Sweet Dreamz Baking App - Mobile + Web

- Performed Lean UX techniques including competitor analysis, user personas, user flows, prototyping, responsive design + testing while utilizing Google Forms, Sketch, InVision, Usability Hub for the design of a baking application which encourages users to bake more using natural ingredients with their own offline cookbook

##### Jet Pocket Design - iOS + Android

- Designed and created a prototype for a Garment Pattern Creation App using Lean UX, visual design principles, design patterns, trends, sounds + gestures + wireframing with Adobe Creative Suite, Sketch, inVision + Google Forms

##### PayGrow Savings - Mobile

- Lean UX techniques, user flows, wireframes + prototypes using Adobe Creative Suite, Sketch + InVision for a finance app to help you save money quickly and intuitively using fun and friendly designs by utilizing gamification and social aspects of UI.
- Performed user testing and feedback analysis to produce a well rounded and easy to use app design that suited all users.

#### VISUAL EFFECTS

##### LIGHTING ARTIST/ LEAD

##### Pixomondo | Mar - June 2019 | Vancouver, CA

##### Sony Pictures Imageworks | Feb - Oct 2018 | Vancouver, CA

##### Zoic Studios | Mar 2017 - Feb 2018 | Vancouver, CA

- Design + problem solve shots using Adobe Creative Suite, Maya, Katana, Arnold, Vray + Nuke to create photo real & stylized imagery for projects such as “Smallfoot”, “Spiderverse”, “Midway” + “Zoo” in a fast paced agile environment
- Lead + managed a team of Artists to produce high quality imagery for “Once Upon a Time” to meet deadlines
- Liaised with team developer to test, analyse and improve workflows + in-house software to improve team productivity

##### ENVIRONMENT ARTIST

##### Digital Domain | Aug 2016 - Feb 2017 | Vancouver, CA

##### MPC | Feb - Aug 2016 | Vancouver, CA

##### Framestore | Feb - Nov 2015 | London, UK

- Worked in a team to design & create shots using Adobe Creative Suite, Maya, in-house software, Arnold, Vray & Nuke to create photo real environments for films such as “Fate of the Furious”, “Independence Day 2” + “The Martian”
- Organise + manage tasks using in-house production tools + Spreadsheets to keep the team up to date
- User testing, analysis + reporting for in-house tools to increase functionality and productivity for the team
- Nominated for a vfx award for my work on “The Martian”

##### 3D GENERALIST

##### Squint Opera/ Doodle Productions | London, UK

- Trained + lead a small team in layout + composition principles to meet tight deadlines on “Okido”
- Worked with developers to suggest tool & workflow improvements to increase usability for the team and in turn improve productivity

##### LIGHTING/CONCEPT GENERALIST

##### Weta Digital | May 2012 - Mar 2014 | Wellington, NZ

- Designed visual look of character and environment concepts using Adobe Creative Suit, Maya + in-house tools alongside the Senior Art Director
- Organized & catalogued Senior Art Directors work to document for future reference
- Trained and lead a small team of artists in a short time frame to complete one off lighting tasks

#### INFORMATION TECHNOLOGY

##### SERVICE DESK ANALYST

##### Metservice | Sep 2011 - May 2012 | Wellington, NZ

- Worked in a team to monitor, maintain and problem solve any technical issues that occurred with infrastructure and in-house softwares 24/7 for internal and external customers
- Designed + created motion graphics using After Effects for the KWeather Channel
- User testing, debugging + analysis of “Metservice” app for android

##### IT SERVICE/ CUSTOMER SUPPORT ADMINISTRATOR

##### XWL | Nov 2010 - May 2011 | Wellington, NZ

##### Mercury IT | Part Time | Sep - Nov 2010 | Wellington, NZ

- Offered support to network engineers via Customer Administration using Excel, Accounting + Project Management tools
- Implementation of new + improved administrative workflows with user documentation creation
- Graphic Design + Branding using Illustrator & InDesign to create a new company Logo and promotional pamphlets for XWL
- Analysis of client websites using design and UX methodologies for possible improvements + optimizations at Mercury IT

##### JUNIOR WEB DEVELOPER

##### Traderclicks | Part Time | May - Oct 2010 | Wellington, NZ

- Using visual design methodologies designed + created web elements + page layouts using drupal, HTML and CSS

### EDUCATION

#### CERTIFICATE IN UI

CareerFoundry

July 2019-Oct 2019

360 hour course in UI/UX Design

principles through online training

#### DIPLOMA E-BUSINESS

Computer Power Plus

2009 - 2010

Wellington, NZ

#### BACHELOR OF DESIGN - VCD (HONS)

Massey University

2004 - 2008

Wellington, NZ