Alex L. Bennett
UI/UX. Design. Art. Illustration.

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Professional Experience

Resident Teaching Artist at RSAR Middle School; Sammamish, WA   Sept. 2020 - Jun. 2021

Teaching artist for the 2020-21 academic school year at Renaissance School of Art and Reasoning in the Lake Washington School District.

- Teaching intro to character design to 6th, 7th, and 8th grade classes via online learning 2 days per week

Artist/Graphic Designer at MIG|Portico; Seattle WA   Feb. 2019 – Oct. 2019

Contract artist working on a large immersive experience exhibit called *Kind Heaven*, slated for the LINQ Hotel complex in Las Vegas, NV.

- Developed multiple graphic and signage assets for interactive exhibit space
- Developed multiple assets simultaneously ranging from large scale wall murals and façade pieces to smaller posters and graphics for various themed portions of the exhibit
- Maintained organized presentation documents for weekly milestones and reviews

UI Artist at 8th Shore, Inc.; Bellevue, WA   Oct. 2018 - Jan. 2019

Contract position working on refactoring and redesigning UI system for a VR medical training program.

- Developed user flow and menu layout including, but not limited to, social and networking components as well as a more systematic course catalogue
- Produced promotional and marketing displays and printed material for the project

Curatorial Assistant at VALA Eastside for *"Game On"* Exhibit; Redmond, WA   May - Aug. 2017

Curatorial assistant for an art exhibit featuring the art of video game design by a variety of local game studios.

- Assisted with exhibit design, layout, hardware tech, file collection and handling, printed assets, installation

Education

MFA, DigiPen Institute of Technology   2017
BFA, Cornish College of the Arts   2008

Skills & Proficiencies

Software
Proficient in Adobe Photoshop, Illustrator, and solid understanding of After Effects and InDesign. 3D experince with Maya, Substance Painter, and solid understanding of ZBrush. Proficient in Microsoft Word, PowerPoint, and solid understanding of Excel.

UI/UX
Experienced in user research and testing, data collection and analysis, interaction storyboarding, wireframing, exhibit design, and curation. Solid understanding of typography, layout, information and interaction hierarchies, and user centered design.

Traditional Skills
Strong background in drawing, painting, and printmaking. Very organized and excellent communication skills. Well suited for both collaborative, cross-diciplinary teams and independent work environments. Motivated self-starter, comfortable with public speaking, and can maintain a positive attitude even under demanding circumstances.