

OWEN CAMBER

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HIGHLIGHTS

- Completed a UX intensive course of study March, 2018
- Earned a B.A. from Columbia College, Chicago, with Honors
- Focused on interaction design to create products that benefit users
- Experience reviewing user research and data
- The ability to produce results with a multi-disciplinary team
- Strong problem-solving skills
- Excellent writing and presentation skills
- Knowledge of methods for gathering and analyzing UX research data
- Familiar with JavaScript, C#. HTML, and CSS

EXPERIENCE

UX Designer

Row for the Cure - Seattle

06/2018

Seattle, WA

- Built a Squarespace website for Row for the Cure, in a two week volunteer project
- Created a framework for a new website for Row for the Cure, focusing on their annual race and charity
- Coordinated with Stakeholders to insure the site met their expectations

UX Designer

Green Canopy, LLC

02/2018 to 03/2018

Seattle, WA

- Worked with Green Canopy, helping redesign their website, in a three week project
- Conducted user interviews, usability tests, competitive analysis and feature prioritizations to aid the design team
- Served as the Project Manager, leading a small team of UX Designers, insuring that all tasks were completed in time
- Coordinated with client, keeping them in the loop and making sure that our work was meeting their expectations

Team Lead + Designer

Inspiration

04/2016 to 05/2017

Chicago, IL

- Coordinated and organized a diverse team of people from multiple disciplines
- Digital version of game created using the Unity Engine
- Game was created as part of my Senior Capstone Project at Columbia College Chicago
- Served as the Lead Designer and Programmer, designed and implemented most of the core game mechanics
- Used the Photon Engine Unity Networking plugin to create a multiplayer experience
- Organized multiple playtest sessions for the game

Instructor, Game Design, Level Design

Internal Drive, Inc.

07/2015 to 08/2016

Bothell, WA

- Taught week long game design classes for students ranging from 8-17 years old
- Worked with students with a wide range of experience
- Adapted curriculum to fit students' needs
- Focused on core design principles and best practices

SKILLS + TOOLS

Interaction Design: Rapid Prototyping, Paper and Clickable Prototypes, Iterated Design based on user feedback

Information Architecture: Card Sorting, Site Maps, User Flows, UI Flows, Storyboards

Research: User Interviews, Usability Tests, Personas, Synthesized Finding, Competitive Analysis, Quality Assurance Testing

Leadership: Participated in Design Studios, Managed multiple projects, Coordinated with clients and team members

Teaching: Created Lesson Plans, Adapted lessons based on student experience

Software: Sketch, InVision, OmniGraffle, Hansoft, Photoshop, Unity

Languages: HTML5, CSS3, JavaScript, C#

EDUCATION

Intensive: UX Design

General Assembly Seattle

2018

Seattle, WA

- 10-week user experience design intensive
- Focused on core UX principles: Interaction Design, Information Architecture, Content Strategy, and Analytics
- Completed four projects, including one client project
- Participated in a Hackathon working with other designers and developers to create an app

Bachelor of Arts: Game Design - Honors, GPA 3.55

Columbia College Chicago

2017

Chicago, IL

- Created multiple games using the Unity Engine and C#
- Built a strong understanding of design principles, user centered design and collaboration with teammates
- Graduated with a Minor in Game Programming