

SEAN MAY

UX Designer with a flair for coding

Experience

User Experience Designer - Remix the Symphony - Indianapolis Symphony Orchestra

January 2016 - May 2017

- Worked within a team of five to create interactive experiences to expose younger audiences to the Indianapolis Symphony Orchestra's classical programming, bringing 200+ new audience members to events in under 4 months
- Worked with over 100 users in gathering empathy research, producing prototypes, and testing interactive experiences
- Designed websites, print materials, web apps, shot and edited videos as part of the program's multimedia plan to increase awareness of the symphony's programming

Graduate Assistant - Ball State Career Center

August 2015 - May 2017

- Provided desktop support and troubleshooting to 25+ Career Center staff, including Windows and Mac OSX systems, hardware repair, and system setup
- Analyzed and reported on findings from a survey sent to recent graduates, tracking their career paths post-graduation

Graphic Design Intern - Ball State University Foundation

May 2016 - August 2016

- Designed graphics, created event fliers, mass emails, postcards, banners, and other various materials to promote Foundation events
- Performed complete UX overhaul for the Foundation Engagemtn app for better usability and user journeys, discovering and correcting navigation errors, inconsistent menu structures, and broken links
- Used Design Thinking protocols to collaborate with Foundation management to propose new solutions to existing design issues

Data Entry Manager - Williams Comfort Air

October 2013 - August 2015

- Managed 7+ employees within the company's data entry department, transcribing records from field technicians
- Developed an internal workflow website for employees to aid in the transcription process. This website resulted in a huge reduction of transcription errors
- Worked with management to propose and develop solutions to automate and streamline processes that were previously entirely manual and time-consuming

Graphic Designer - Biomass Engineering and Equipment

September 2011 - October 2013

- Designed ads for trade publications, created company catalogs, designed fliers, mailers, and other marketing materials for the company
- Visited sawmills and other industrial sites to shoot videos of company equipment, edited and created motion graphics for promotional videos
- Coordinated company social media efforts and email marketing campaigns

Education

MA in Emerging Media Design and Development

Ball State University - 2017

Work focused on usability, user experience, human-computer interaction, Design Thinking, and transmedia storytelling. Presented findings from work at the Pop Culture Association National Conference 2017, Game Development Expo 2016, and the Symposium on Games in Academia 2017

BA in Digital Media Production

Ball State University - 2008

765-635-4263

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Portfolio and work examples at:

codepen.io/lumiras

seanmay.net

Skills

Design Thinking

Wireframing

Project Management

Prototyping

Front-end Development

User Experience Design

Visual Design

Interaction Design

Tools

Sketch

HTML/CSS

Bootstrap

JavaScript

jQuery

Axure RP

InVision

Balsamiq Mockups

After Effects

Photoshop

Illustrator

VS Code

ReactJS (beginner)

Organizations

IxDA Indianapolis

IGDA

Experience Makers