# Jacob Berry

*UX Designer*

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## PROJECTS

### **ODIN** — *OE Data Integration Network*

I redesigned the main site layout and laid the groundwork for the mobile port of ODIN. The new design increased efficiency and workflow among users with an easier-to-understand navigation and site organization methodology.

### **MTRS IMI** — *Interactive Media Instruction*

I was the lead developer of the training software for the MTRS experiential learning platform, receiving high acclaim from client FLIR stating: "It is the most comprehensive and well-done simulation we have seen, the best we've seen.

## EXPERIENCE

### **UX Designer,** Intelligent Decision Systems — *Norfolk, VA*

**October 2018 - October 2020**

- Developed training courseware recreating complex mechanics in a limited digital environment. Using emerging software requiring skillsets in video/audio editing, animation, and programming.

- Illustrated graphics, icons, and animations; worked closely with design lead and fellow product designers to intrinsically display news trends and raw search data artistically.

- Collaborated in refining mockups, interfaces, user journeys, and prototypes. Conducted usability tests, user research and compiled the data to improve the capabilities and design of the product.

- Refactored existing frameworks within ODIN to upgrade site functionality and add new features. Working within the constraints of a live product and establishing improvements overall.

### **Engine QA Tech,** NetherRealm Studios — *Chicago, IL*

**August 2017 - September 2018**

- Led team through the "refactor," a plan that improved company documentation, interdisciplinary synergy, and content pipeline efficiency, reducing the need for company crunch by 40%.

- Created and executed test plans for NRS's game engine, ensuring company quality standards.

### **Producer/UX Designer,** Lost Engine Studios — *Chicago, IL*

**August 2016 - July 2017**

- Organized a studio of 40 developers, all wanting to challenge ourselves and build a game within a year. Achieving success with our game was proudly displayed during Chicago Art Festival.

## SKILLS

*Hard*-**ware**
Adobe Illustrator
Adobe XD
Adobe Photoshop
Articulate 360
Atlassian Confluence
Atlassian JIRA
Figma
Microsoft Office
Visual Studio
Unity Game Engine

*Soft*-**ware**
Accessibility
Communication
Critical Thinking
Documentation
Game Design
Interaction Design
Personas
Prototyping
Usability Testing
User Research
Visual Design
Wireframing

## VOLUNTEERISM

**Game Developers Conference**
Conference Associate
2017, 2018, 2019, 2022

**MAGFest**
VR Team Lead
2019, 2020

## EDUCATION

**Bachelor of Arts, Game Design & Interactive Media Entrepreneurship**
Columbia College Chicago
May 2016