

Jessica Herron

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EDUCATION

BFA Honors, Rhode Island School of Design (RISD), Providence RI
Bachelor of Fine Arts, Film/Animation/Video Class of 2011
Concentration in Animation

Kyoto Seika University (KSU), Kyoto Japan
Semester of abroad study (9.2009-12.2009)
Animation

RECENT AND CURRENT EMPLOYMENTS

Brown University Graphics Lab, User Experience Designer 2010-present
I'm currently employed under Andy van Dam designing user experience and interface methods for a Microsoft-Research funded project to be used in art museums to display overlarge artworks.

Global Health Media Project, Animator 2011-present
I'm currently working with the non-profit to produce educational videos and online experiences about safe medical practices for international clinics who lack full-time doctors.

SKILLS

User Experience/Interface Design: Through my current project at Brown University I've been gaining a great deal of experience and knowledge about creating intuitive interfaces and user experiences especially for touchscreen and interactive media.

Animation: As I am well-versed in all stages of animation production from design and storyboarding to key animation and digital compositing, I have solid and growing knowledge of cinematic motion design principles as well as a deep interest in narrative and educational content.

Computer: I have expertise in Adobe Photoshop, with solid knowledge of Adobe Aftereffects, Final Cut Pro, and Adobe Illustrator. I also have some modeling experience in Maya and Zbrush.

Language: I'm semi-fluent in Japanese.

Personal: I love to work on collaborative projects and finding ways to integrate artistic and scientific approaches to a project or idea. I'm extremely organized, with a strong, disciplined work ethic and I enjoy working on challenging, quick-paced projects that involve tackling new ideas I haven't encountered before.