

# JEREMY SIMONS

Interactive Designer

North Quincy, MA

401-743-7456

jeremy@jeremysimons.us

[www.jeremysimons.us](http://www.jeremysimons.us)

## SUMMARY OF SKILLS

Mac or Windows

Adobe Photoshop

Adobe Illustrator

Adobe Flash

Adobe Dreamweaver

Adobe After Effects

Adobe InDesign

Balsamiq

Autodesk Maya

Autodesk 3DS Max

Autodesk Mudbox

Unity

Unreal Engine 4

HTML&CSS

Foundation Framework

Javascript

Joomla

Salesforce

Perforce

Jira Agile

Microsoft Office Suite

Photography

Highly organized

Innovative and creative thinker

Adaptable, thriving  
in ever changing work  
environments

## PROJECT WORK

Team Lead/UI/UX Designer– **Human Cannonball** 2015

- Led and managed tasks for team of 4 to develop Human Cannonball for Android, available in the Google Play Store (by Silver Bullet Games).

48-hour Global Game Jam Participant and Team Leader 2014, 2015, 2016

- Video game brainstormed, designed, and developed by a team of 7 and 6, respectively, in 48 hours.
- Published **ZenZen** to Google Play Store at conclusion of 2016 Game Jam.

24-hour Game Jam Participant 2013, 2014

- Video game brainstormed, designed, and developed by a team of 4 in 24 hours.

Chrysler Game Design Competition – **3<sup>rd</sup> Place Award** 2014

- Designed and Prototyped an education game for sales associates.

Freelance Digital Graphics Designer 2010 – present

- Logos, Branding, Promotional Materials, Animations, Websites.

## PROFESSIONAL EXPERIENCE

**WEB DESIGNER** – *Tunstall Americas*, Pawtucket RI 2014 – present

- Increased sales and company visibility through a more targeted, comprehensive, and modern corporate website.
- Improved experience for mobile users, resulting in an increase of 16,000 mobile sessions over 2015, an increase of 16% of total sessions.
- Transitioned partner website to ecommerce platform to leverage existing web presence to increase sales.
- Implement the changes to content and design of corporate websites.
- Thrive in a fast paced, detail oriented team environment.
- Highly adept at managing multiple projects simultaneously.

**MARKETING INTERN** – *Tunstall Americas*, Pawtucket RI 2013 – 2014

- Responsible for changes to content and design of corporate websites.
- Improved brand recognition through consistent, modern design of collaterals and presentations.
- Worked closely with the Marketing team to ensure brand guidelines were consistent.

## EDUCATION

New England Institute of Technology, East Greenwich, RI  
**Bachelor of Science Degree in Video Game Design** 9/2015

- *Accomplishments:* GPA 3.91/4.0, Dean's List every quarter

**Associate in Science Degree in Video Game design** 3/2014

- *Accomplishments:* GPA 4.0/4.0, Dean's List every quarter

**Associate in Science Degree in Graphics, Multimedia, and Web Design** 9/2010

- *Accomplishments:* GPA 3.91/4.0, Dean's List every quarter, Lab Assistant