Bryce Villanueva

Interactive Media Designer

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Education

University of Washington Bothell
Bachelor of the Arts in Interactive Media Design (Class of 2016)

Skills and Experience

Digital Audio Workstations: FL Studio 12, Logic Pro X and Audacity
Visual design: Google Sketchup, Affinity Designer and Balsamiq
Programming: HTML, CSS and Java
Video editing: Final Cut Pro X

Projects and Achievements

Epoch: Year-long senior capstone project abstracting the issue of teen stress and anxiety through a video game. Conducted user research to drive and implement design decisions. URL: epochga.me

Daft Punk Interactive Museum:
Mock exhibit created for the Experience Music Project museum. Designed the content and experiences in relation to the target audience.

Ascension: The Experience: Interactive art installation abstracting the issue of unequal privileges and opportunities. URL: ascensionexperience.webflow.io

Work Experience

Digital Future Lab (University of Washington Bothell)   2015-present
http://digitalfuturelab.com
Lead Audio Designer and User Experience Designer
- Utilization of Digital Audio Workstations to create compositions and sound effects for video games.
- Collaboration with programmers, designers, artists and project managers.
- Studio setting experience. Includes weekly scrums and critiques on progress.
- Implementing user experience design principles.

Sears Holdings Corporation   2012-present
Merchandising and Customer Assistant
- Completion of visual setups including merchandising layouts and pricing/promotional signs.
- Providing authentic in-store experience through customer service and assistance.
- Adaptability through prompt decision-making based on store's immediate needs and best interest.