

CARL SOMMER

UX DESIGNER

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PURDUE

COMPUTER GRAPHICS TECHNOLOGY

M.S. UNIVERSITY
AUG. 2016

B.S.
MAY 2013

SKILLS AND EXPERTISE

Programming

HTML CSS JS
AS 3 C# C++

Design Software



Miscellaneous

BALSAMIQ
USER TESTING
RAPID PROTOTYPING

Enthusiastic. Self motivated. Easy to work with.

SELECTED WORK EXPERIENCE

Exhibit Design
Center

Graphic Designer/Game Developer Jan. 2011 - Jan. 2012



AS 3

- Designed supplemental materials (posters, banners, flyers and applications) for educational exhibits.
- Designed, programmed and created all art assets for an educational game featured in the 2011 Indiana State Fair.

Freelance &
Contract

Designer/Application Developer May 2013 - Aug. 2014

HTML CSS JS



AS 3 XML

- Created browser-based video conferencing application.
- Designed and developed websites for multiple clients.
- Designed and created assets for an online, customizable floor plan interface.
- Designed banners, posters and flyers for various clients.

Polytechnic
Institute

Graduate Teaching Assistant Aug. 2014 - May 2016



PROCESSING



- Taught course material on fundamental design principles, basic programming, vector art, raster art, animation and visual effects.
- Collaborated with students to brainstorm project ideas and critique work.

Wonky Rhino
Games

Founder/Designer Sept. 2015 - Present

HTML CSS JS



- Designed and created all art for a board game launched on Kickstarter.
- Designed and developed website, promotional application, social media advertisements and convention swag featured at two conventions.
- Managed expenses for printing and marketing.
- Analyzed web traffic on multiple analytics platforms.