Alan Amaya
Interaction Designer

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EDUCATION

Master of Fine Arts in Media Design Practices
ArtCenter College of Design, Pasadena, CA   Anticipated April 2023

Bachelor of Fine Arts in Film
California College of the Arts, San Francisco, CA   May 2015
3.6 GPA

CURRENT PROFESSIONAL APPOINTMENTS

Creative Director Social   2021 – Present
ArtCenter College of the Design, Pasadena, CA
- Led social media content creation and publication for Instagram and Twitter profiles for the Media Design Practices program.
- Strategized visual communication and aesthetic for social media content with design lead.
- Scheduled weekly postings and tracked monthly post analytics like accounts reached and most viewed posts to strategize content uploads.

Department Video Editor   2021 – Present
ArtCenter College of Design, Pasadena, CA
- Organized assets and deliverables for five Undergraduate IxD program exhibitions.
- Collaborated with department Director and Graphic Designer to strategize video editing, bumper implementation, and screening.
- Exported deliverables to proper audio and video formats to play on specific media players and platforms.

DESIGN EXPERIENCE

Design Fellow   Summer 2022
Intel Corporation, Remote
- Assisted the Research Experience and Definition team to conduct ethnographic research through in-person and Zoom interviews.
- Collaborated with the User Experience Design team to build, prototype and conduct user testing on a work and life organizational product for Intel.
- Presented the *Future of Work* a research presentation including valuable findings, various departments and visiting partners.
- Conducted brainstorming sessions and workshops to ideate on findings, with the research and User Experience design teams.

Graduate Design Research Assistant   Summer 2022
Media Design Practices, ArtCenter College of Design, Pasadena, CA
- Supported core faculty Benjamin Hooker and Tim Durfee researching the future of work. Specifically looked at meetings, working from home, and maintenance as an avenue for speculative design.
- Led the work from home and maintenance team of designers to create several research decks of the insights and research developed during prototyping.

Graduate Design Research Assistant   Summer 2021
Media Design Practices, ArtCenter College of Design, Pasadena, CA
- Supported core faculty Jennifer Rodenhouse on experimental design research examining the future of automated-agriculture, and designed a fruit-based shopping browser.
- Designed interactive UI in Unity to scroll through videos, and experimental 3D products.
- Shot, directed, and edited videos that appeared on the final shopping browser.

ENTERTAINMENT EXPERIENCE

Video Editor   Summer 2021
Wonder Science, Los Angeles, CA
- Edited experimental informational videos of microscopic organisms to stream on the Wonder Science streaming channel.
- Introduced and created short video content for the Wonder Science social media profile, to increase user traffic.
- Assembled weekly video content for streaming, and archived the best footage, content for future brand growth.

Digital Assets Manager   2020 – 2021
Sony Pictures Entertainment, Culver City, CA
- Managed digital asset archiving and metadata integration of event, unit, and gallery photography.
- Distributed photo assets to vendors and other Sony Departments worldwide.
- Coordinated press junkets and photo calls for movie premieres.

DESIGN SKILLS

- UX Research, User Experience Design, Prototyping, Visual Design, User Interface Design, Interaction Design, Human-Centered Design, Wireframing, 2D and 3D Visualization, Augmented Reality, Virtual Reality, Speculative Design, Product Design, Audio and Visual Design, Emerging Technology, Immersive Technology, World Building, Machine Learning, AI tools, Ethnographic Research, Laser Cutting, 3D Printing, Qualitative Research, Workshop Design, Design Research, Participatory Practice, Creative Direction and Leadership

TECHNICAL SKILLS

- Programming languages: Python, JavaScript, HTML, CSS, C#, WebGL, p5.js
- Software: Unity, Blender, Adobe XD, Figma, Miro, Spark AR, Lens Studio, Gravity Sketch, Adobe Premiere Pro, After Effects, Photoshop, Illustrator, InDesign, Descript, RunwayML, Teachable Machine, Final Cut Pro, Pro Tools, Media Encoder, Lightroom Classic

LANGUAGES SKILLS

- English - Fluent
- Spanish - Fluent
- Japanese - Elementary Proficiency

HONORS

Academic Honors of Distinction 2015
California College of the Arts, San Francisco, CA

AWARDS AND SCHOLARSHIPS

Learning Through Mentorship 2022
ArtCenter College of Design. Pasadena, CA

BOLD Creative Leadership Workshop 2022
ArtCenter College of Design, Pasadena, CA

ArtCenter Graduate Scholarship 2020 – 2023
ArtCenter College of Design, Pasadena, CA