

jeana **an**marie chesnik

Brooklyn, New York | 623.229.1330 | jeanadesigns.com

Personal Summary

I enjoy designing user experiences that are human centered, innovative, and experiment with new technology. My background designing educational environments led me to pursue a Masters in Design & Technology at The Parsons School of Design where I developed a new passion for urban technology. In my spare time I enjoy documenting my creative iterations on my website jeanadesigns.com.

Experience

Augmented Reality Developer R.A.

Parsons School of Design / Aug. 2017 - Jan. 2018

- Developed high-fidelity prototype for Design Education Augmented Reality mobile application project that was considered in the final round of NYC Media Lab Combine (dear.education).
- Examined & ideated how AR could be used in education to reach audiences limited by geographical or economic constraints.
- Utilized UX through weekly prototypes and user testing.
- Taught incoming Parsons Students Code Bootcamp and tutored communication design students intro web design & HTML, CSS & JS skills.

Production Assistant Intern

M ss ng P eces / May 2017 - Aug 2017

- Home of the VR Film, *Follow My Lead, The Story of the 2016 NBA Finals*.
- Generated early AR prototype applications for Head of Immersive Content, Mike Woods.
- Researched UX, MoCap technology, & visual assets for Project Managers and Producers. Worked on set & assisted for clients such as Adidas and Sci-Fi Channel.

Street Seats Urban Technologist R.A.

Parsons School of Design / Aug. 2016 - Aug. 2017

- Coded & built an award winning solar lighting system controlled by an Arduino that ran off clean energy from 12 solar panels, illuminated the street space nightly, and reset for the following day to conserve energy.
- Utilized shadow studies, traffic, community, & urban research.
- Combined physical computing, product, and lighting design through collaboration with Parsons Lighting Design & Architect Students.
- Generated a 360 short film of the entire installation & project website so future students could upcycle and reuse our designs.

Designer - Learning & Development

Republic Services & Clarity Consultants/ Aug. 2015 - Mar. 2016

- Designed eLearning courses, infographics, training videos, and participant workbooks for the Sales and L&TD Department.
- Lead Instructional Design for the Construction Sales Executive team to assist with the companywide launch of Salesforce.
- Advised Instructor Led Training for the Construction Sales Executives who are responsible for over 52 million dollars in revenue each year.

Instructional Designer - Learning & People Development

Message Envy Corporate HQ / Aug. 2013 - Aug. 2015

- Identify learning gaps with internal partners, business owners, and SME's to improve sales performance and educate employees on retail product, company standards, and procedures. Designed and developed engaging performance driven training programs, job aids, and resources to support eLearning while using adult learning methodologies.

Education



Parsons School of Design / 2016 - 2018
MFA Design & Technology



Univ. of Louisiana at Monroe / 2007 - 2011
M.A. Communication Studies
B.A. English / Spanish Minor



Division I Athletic Scholarship
for Womens Soccer

Awards & Features



2018 Core77 Design Education Initiative Award for design thinking and learning for Street Seats urban technology installation.



Parsons Street Seats Project was featured in the New York Times Pop-Up Parks during Summer 2017.

Volunteer



Lighting In Action - Collaborating with Parsons Lighting Design students to bring solar solutions to communities in Puerto Rico (lightinginaction.com)

Skills



Immersive Design

Virtual Reality, 360 Film, Unity, AR, Vuforia, Arduino, MadMapper



UX & Product Design

Storyboard, Prototyping, UX Research
Invision, Sketch, A/B Testing, HTML, CSS, JS



Visual & Motion Design

Adobe InDesign, Illustrator, Photoshop,
Premiere Pro, Avid, After Effects,

Certificates



Parsons DT Bootcamp Instructor - Creative Coding with Processing (Java)

Fundamentals of Training Design - Associated Talent Development (ATD)

Creating Effective Mobile Learning in the Social Age - Mobile Learning Conference