

Kimberly Callery

interactive designer & educator

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Summary

Strong designer and educator with a focus on user and interactive design.

Effectively communicate and streamline tasks through the team.

Understands the design process including agile development.

Applies user experience principles to creative and user centered solutions.

User Experience Specialist, Cengage Learning 2010-Current

- Planned and implemented project concept phases for product development.
- Implemented user focused decisions and designs, throughout the product development cycle.
- Planned, recruited, and ran user testing sessions for development.

Faculty, Art Institute Online 2009-Current

- Taught online, sophomore portfolio, game foundations, web and digital principles.
- Built and facilitated online discussions, forums, and chats.

Program Evaluator, Accrediting Council for Independent Colleges & Schools 2008-Current

- Reviewed curriculum, instruction, and placement ensuring standards were being met.
- Wrote reports that identified areas of success and improvement, with suggestions.

Game Production Chair, International Academy of Design & Technology 2006-2010

- Led the division curriculum alignment for the program which included course development, advisory board recruitment, and networking.
- Taught game production, team project, portfolio development, and user design.
- Managed, hired, and trained faculty for the department.

Faculty, International Academy of Design & Technology 2004-2005

- Facilitated student learning through creative teaching techniques.
- Served on the following committees: Advising, Graduation, Library, and Bookstore.

Freelance Designer, Perpetual Rhythms 2001-2005

- Designed and produced websites and interactive projects for clients.
- Submitted bids, negotiated scope of work and rates, with clients.

Experience

Project Manager & Web Designer, MosaicMedia 2003-2004

- Managed designers that created creative projects to be on time and within budget.
- Individually designed and created complete marketing plans for small clients.

Education

MFA: Interactive Design & Game Development, Savannah College of Art & Design 2010 - Current

MA: Interactive Design & Game Development, Savannah College of Art & Design 2006-2007

BFA: Animation & Digital Media, College for Creative Studies 1998-2002

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Speaking Engagements

Creativity Through Play, MidwestUX 2011
Concepting Case Study, InfoCamp Berkeley 2011
Scratching the Surface with Users, Michigan Agile Enthusiasts 2011
Persona & Brainstorming, Cengage Learning Craft Day 2011
Educating Gamers, Career College Association Convention 2009
Educating Gamers, Kalamazoo Animation Festival International 2009
Women In Games Panel, VGXPO 2008
Designing Digital Curriculum Panel, Michigan FlashFest 2008

Additional Skills

Event Planner, Interfaces Conference 2004-2010

- Coordinated the annual event of 25 national and local speakers and over 400 attendees.
- Managed budget, marketing, and sponsorship of the event.

Event Planner, Global Game Jam 2009-2010

- Organized the logistics to facilitate the 48 hour location for over 40 participants.
- Coordinated with the national event to ensure quality, consistency, and marketing.

Affiliations

ACM Siggraph, Member
Interaction Design Association, Member
International Game Developers Association - Women In Games, Advisory Board Member
Usability Professionals Association, Member

Honors & Awards

Career Education Corporation Division Leadership, Recipient
College for Creative Studies - Community Arts Artist/Teacher Program, Selected Participant
Henry Ford Museum "Evening Palette", Featured Artist
Inspire Symposium "Group Exhibit-Eyes of the Storm", Featured Artwork
International Academy of Design & Technology Educator of the Year, Finalist
Pirelli INTERNETional Competition, Finalist
Who's Who Among America's Teacher, Finalist

Methods

| | | | |
|-----------------------|------------------|-------------------|-------------------|
| Brainstorming | Interviews | Personas | Usability Testing |
| Contextual Inquiry | Observations | Screen Prototypes | User Scenarios |
| Heuristic Evaluations | Paper Prototypes | Sketching | Wireframes |

Software



Photoshop



Illustrator



Flash



After Effects



Dreamweaver



Acrobat



Visio