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Joshua Lomelino

User Experience Architect

Design • Animation • Programming

OBJECTIVE

To work with highly talented teams, solving complex problems through the creation of innovative teaching and learning experiences.

ACADEMIC EXPERIENCE

Extensive higher education teaching experience in game design, interactive design, and programming for SCAD, O'More College of Design, Trevecca, Rasmussen College, and the Art Institutes, including:

• Award winning curriculum design for SCAD's core Maya 3-D modeling course
• Design and authorship credit for 35+ course designs;
• Leadership for creating three degree programs in Interactive Design
• Promoted from Professor to Director of Interactive Media, to Department Chair roles at O'More College of Design
• Known for excellence in development and execution across cross-functional teams.

Savannah College of Art and Design 2007—Present
eLearning Professor and eLearning Course Author, Interactive Design and Game Development

• Provided expertise in online course development
• Designed and developed the award-winning 3-D Modeling, Materials, and Lighting online course for the Savannah College of Art & Design—wrote over 200 pages of content and created over 8 hours of audio/video tutorials, teaching how to create game assets using Maya
• Delivered consistent, results-based quality and effective online teaching for Interactive Design and Game Development courses for students internationally for over 13 years

Trevecca Nazarene University
2004—2008; 2016—Present
Associate Professor, IT and Digital Design

• Developed the University's Graphic Design program from 2004 to 2008
• Helped re-envision and rebuild the Graphic Design, IT, and CIT degrees that lead to department growth of over 120% in three years
• Taught undergraduate and graduate courses
• Academic advising for students
• Strategic planning for marketing and advertising activities for new student recruiting

O'More College of Design 2011—2013
Department Chair of the Interactive Design and Graphic Design departments

• Created a new accredited B.F.A degree program in Interactive Design including work for all accreditation writing, assessment reporting, curriculum scaffolding, goals, outcomes, and competencies, launched Fall 2013
• Lead the creation of the School of Visual Design, including developing a long-term strategic plan for the college that included market research career research, and skills and competencies for the designers of 2015
• Developed a strategic and implementation plan for the creation of five additional B.F.A. degree programs to reside in the School of Visual Design
• Established departmental strategic planning for curriculum effectiveness and student success
• Hired and managed faculty members
• Managed and promoted learning effectiveness
• Wrote documentation for accreditation renewals
• Handled curriculum assessment
• Directed course scheduling and conducted student advising
• Researched and wrote for the accreditation of new degree programs
• Strategically planned and managed departmental budgets
• Organized and conducted program advisory board meetings for accreditation

View some of our award-winning student work here: http://www.youtube.com/omoreviscom

O'More College of Design 2008—2011
Associate Professor and Director of Interactive Media

Applied research and scholarship in teaching and learning implementation of teaching methodologies, learning styles, diversity, motivation, communication, active learning, effective classroom management strategies, and hands-on experiences; gained through over a decade of teaching experience, a diverse portfolio of results-based undergraduate teaching in a multi-disciplinary program of visual design, including courses in:

• Interactive Design
• Visual Communications
• Visual Design
• Animation
• Video Design
• Motion Graphics
• 3-D Modeling

O'More College of Design 2004—2008
Assistant Professor of Visual Communications
(Graphic Design, Animation, and Interactive Design)

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EDUCATION

M.F.A. Interactive Design and Game Development
Savannah College of Art and Design 2010, 4.0 GPA
(Terminal Degree, 90 credit hours total)

M.A. Interactive Design and Game Development
Savannah College of Art and Design, 2006, 4.0 GPA
(45 credit hours, continued into terminal degree)

B.S. Arts Technology—New Media and Fine Art
Illinois State University, 2003, 4.0 GPA
Graduated With Honors, Summa Cum Laude

A.A.S. CIS—Business and Programming
Illinois Central College, 2001
Dean's and President's List

AWARDS

Instructional Technology Council (ITC) "Outstanding Online Course" award recipient for 3-D Modeling, Materials, and Lighting curriculum development, 2009

Savannah College of Art and Design, Distinguished Scholar Fellowship, 2008

Savannah College of Art and Design, Academic Honors Fellowship, 2004

ISU Arts Technology, 1st Place award recipient, 3-D Animation, 2002

RESEARCH, PUBLICATIONS, PRESENTATIONS

Video-based Student Feedback Techniques, keynote address for faculty development in-service, Trevecca University, Nashville TN, 2019.

Oxford University, Harris Manchester College, research in the history of analog games in education for applications in classroom teaching, Oxford, UK, 2012

Using Scaffolding in the Educational Experience, keynote speaker, O'More College of Design faculty development inservice, Franklin TN, 2011

Discovery Island, Interactive Game-Based Learning, Savannah College of Art and Design MFA Thesis, 2010

Living Through A Box, A Context for Interactive Design, Abbey Leix Anthology, Articles on the Art and Design of Education, O'More Publishing, 2010

Blended Learning Techniques and Best Practices, keynote speaker, O'More College of Design faculty development inservice, Franklin TN, 2009

Blended Learning for the New Millennium, O'More Design Review, 2008

Creating an Interactive Encyclopedia Resource, HWCMweb.org presentation, Harvard University, Cambridge, MA, 2006

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SKILLS

User Experience Design, Interactive Design, Interface Design, Character Animation, Creative Writing, 3-D Modeling, Character Rigging, Special Effects/Compositing, Scene Layout, Lighting, 3-D Cloth/Hair Simulation, A/V Editing, Audio Production, Networking, Hardware Repair, Programming (multiple languages), Web Design/Database Development, Graphic Design, HCI, Game Design, Game Programming, Product to Market Delivery and Project Management, Interactive Product Design, SaaS development and deployment

SOFTWARE EXPERIENCE

Axure, Maya, 3D Studio Max, Character Studio, Photoshop, Flash, Dreamweaver, Premiere Pro, After Effects Pro, Illustrator, InDesign, Final Cut Pro, 3-D Hair simulation programs including Shave and a Haircut, and Shag Hair, 3-D Cloth simulation programs including Stitch, 3DS Max Cloth, Adobe Connect Pro, Camtasia Studio, Camtasia Relay, Blackboard, Blackboard Mobile Learn, Angel Learning CMS, MindMeister, Prezi, Unreal Engine Editor (UDK), Amazon S3/Cloudfront Development, BrowserStack, TeamworkPM, Infusionsoft

LANGUAGES AND ENVIRONMENTS

PHP, MySQL, HTML/XHTML/HTML5, CSS Javascript, Flash ActionScript, 3DS MAXscript, Twitter Bootstrap Mobile UI Frameworks, WHM/Cpanel/AWS/Linux Web Servers, LAMP Full Stack Development, Native app development in Cordova and XCode (empowered by Node.js, Objective-C, and Java)

INDUSTRY EXPERIENCE

UX/UI Architect | Product Design Consultant
Informa Investment Solutions, Inc. (2014-2016)

Informa is the leading software provider for wealth management and financial performance analytics. With over 7,000 employees in 20 countries, processing $1.2B in annual revenue, they have a lot of moving parts to their digital products lines. Their flagship platform, PerformancelQ, is used as the foundational financial advising tool by BB&T, Suntrust, Fidelity, JP Morgan Chase, and Wells Fargo. My design work involved establishing and implementing a UX design process and strategy to re-envision their outdated legacy front-end interface and to become mobile friendly. With 15+ years of antiquated UI patterns and system patches and workarounds, this was a difficult challenge. I used LeanUX methods and built working prototypes to validate and steer design strategies. In the process I created a new visual language for the product and greatly simplified complex user flows. I delivered wireframes, user flows, mockups, and comprehensively annotated design specifications, as well as prototypes and final designs as blueprints for development teams.

CIO | Senior UX Designer
VideoLens | HouseLens, Inc. (2013—2015)

HouseLens is the nation's largest full-motion Real Estate video tour company. My role focused on building innovative tools and platforms for customers and key operational teams. I orchestrated the UX Design and UX Engineering that has empowered the company's exponential growth in video production sales, by more than 203%. I lead a team that recently shipped a major version release for a massively overhauled set of interactive tools. In July 2014, we launched new mobile/responsive tools for Realtors across the U.S. in 33 markets and in 2015 we released a first-in-market iPhone app for realtors that automated video production and distribution.

Following is an overview of the outcomes and deliverables I was engaged in daily:

• **User Experience Design:** Developed transformative user experiences across core platforms, portals, products, and services, with an iterative design strategy for consumer focused product UX; guided, maintained and communicated UX consistency across all platforms with an iterative production methodology
• **Interactive Strategy and Business Analysis:** Initiated a strategic business-building approach to user experience designs to negotiate user goals and needs, business needs, and sales needs, while integrating user research and usability evaluation
• **Usability Engineering:** Led user-centric design initiatives to include in-depth user testing, usability engineering, focus group sessions, and data-driven design decisions

• **Product Delivery:** Resolved business and customer requirements and user testing results into sophisticated and aesthetically pleasing product experiences; delivered inspiring conceptual work in addition to producing design specifications, information architecture and task-flow diagrams.

• **Visual Design:** Utilized deep understanding of user interface principles and best practices of human interface design, while employing skills in typography, motion design, and mobile+desktop interface design

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INDUSTRY EXPERIENCE (continued)

Anomaly Studios, LLC 1998—Present
Founder and CEO, UX Designer and UX Developer

I have helped more than 60 companies succeed in their design and technology initiatives for projects ranging from web and mobile app design and development and data visualization for big data. My business experience has included design and programming services for small businesses, tech startups, Fortune 500 companies and Fortune 50 companies. Top healthcare companies and the top ten banks have used my design work to serve millions of customers with their core digital product offerings including web site design, data analytics, business intel-ligence, financial advising, game design and more. I love bringing these industry experiences into the classroom and helping students succeed with their career goals.

Following is a brief snapshot of my industry experience in the development and management of Web App, Native App, Animation, 3-D Modeling, and Interactive Design projects for the entertainment, medical, and financial industries with my company, Anomaly Studios, where I have grown a referral-based design company from scratch over the past 22 years, helping customers:

• deliver results-driven problem solving for complex visual design, interactive design and technical software design and programming challenges
• execute research-based information architecture/UX design, project management and programming for large-scale internationally-utilized interactive systems
• serve as UX Designer, UX Developer of custom SaaS solutions for educational eLearning portals and hospital portals
• produce for a variety of new media projects ranging from motion design to game design to programming
• coordinate and develop large-scale internationally-used platforms

Projects Snapshot for Interactive Product Design

UX Design + Programming: Designed and programmed the SaaS platform, UnityXD, UnityMD, and UnityCMS, a full-featured progressive web app solution (2016-2020)

UX Design and Development: Founder and lead product designer for the Coding Academy, teaching K-12 students and teachers how to code. (2016-2020)

UX Design: Created user experience designs for complex data visualization needs for one of the largest healthcare companies and subsidiary, HCA and Healthtrust (2017)

UX Design: UX Design + UX Development: UX design process and strategy for the digital product suite, Perfor-manceIQ, used by the top 10 banks. I created a new visual language for their digital product suite and greatly simplified complex user flows. I delivered wireframes, user flows, mockups, and comprehensively annotated design specifications, as well as prototypes and final designs as blueprints for development teams. (2014-2016)

UX Design + UX Development: Designed and programmed the online learning platform, SOLS, a full-featured rich media content delivery and learning management system (2007-2014)

UX Design + UX Development: Pioneered the infrastruc-ture and programming for Williamson Medical Center's public-facing website. Developed website and data management tools for the hospital of 1400+ employees and for use by the general public for human resources, and marketing, and online course registration and secure patient information (2006-2014 with a full mobile-first design launched October 2014)

UX | Game Design + Programming: Discovery Island, children's learning game environment with multi-level learning and real-time gradated skills and knowledge assessment, conducted extensive research, design and coding; web versions include full database support for real-time levels of difficulty monitoring and in-game assessment reporting for teachers and parents (2011)

Human-Computer Interaction: Principal Information Architect and Usability Engineer for an Interactive History Encyclopedia for Pittsburgh Theological Seminary (Luce Foundation grant begun by Henry Luce, co-founder of Time Inc.), HWCMweb.org, Database/XML Programming/Interface Design (2005-6)

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ACCOMPLISHMENTS AND PAST PROJECTS

Curriculum Design: designed and developed the award-winning 3-D Modeling, Materials, and Lighting online course for the Savannah College of Art & Design—wrote over 200 pages of content and created over 8 hours of audio/video tutorials, teaching how to create game assets using Maya (2009)

Teaching: designed and taught over thirty-five unique college and university-level courses in game design, 3-D modeling, animation, programming, visual design, and interactive design for undergraduate, graduate and doctoral students as well as summer teen camps, teaching 2,000+ students worldwide.

Game Design: designed and programmed Discovery Island, children's learning game environment with multi-level learning and real-time gradated skills and knowledge assessment. Conducted extensive research as well as full production. Web versions include full database support for real-time levels of difficulty monitoring and in-game assessment reporting for teachers and parents (2011)

Program Design: designed, developed, and implemented the B.S. and B.B.A. degrees in Digital Graphic Design and Multimedia for Trevecca Nazarene University, developing their complete design curriculum, created the School of Visual Design for O'More College of Design with B.F.A. programs in Interactive Design and Graphic Design, conducting all new accreditation and renewal of accreditation work (2004-2013)

Interactive Design and Programming: developed the infrastructure and programming for Williamson Medical Center's public-facing website. Developed website and data management tools for the hospital of 1400+ employees and for use by the general public for human resources, and marketing, and online course registration and secure patient information (2010)

Interactive Media: developed a full-featured PHP/mySQL content management system for O'More College of Design's main website as well as virtual college tours (2009-2011)

Programming: developed a full-featured e-publishing and physical print distribution platform for academic journal subscriptions —a suite of web tools and financial administration tools for the American Society of Missiology, managing thousands of international multi-year subscribers as well as college and university IP access (2011-2020)

Human-Computer Interaction: designed and programmed an Interactive History Encyclopedia for Pittsburgh Theological Seminary (Luce Foundation grant), HWCMweb.org, Database/XML Programming/Interface Design (2005-6)

Programming for Interactivity: designed and programmed the online learning platform, SOLS, a full-featured rich media content delivery and learning management system (2007)

3-D Modeling for Interactivity: created a virtual 3-D University campus tour for Trevecca University (2006)

3-D Design: developed 3-D Special Effects for Lifeway, Red Giant Entertainment, and Seventh Story Productions—short films and feature films (2005/6)

Interactive Design: designed and programmed the online Internet television portal, FreeTV Network (2004/5)

Animation: In The Beginning There Were Dinosaurs: Directed, rigged characters, props, and effects, layout and blocking for 391 shots, completed over 30-minutes of animation, A/V editing and package design (2000)

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TEACHING EXPERIENCE

Following is a partial list of course responsibility for my undergraduate, graduate, and doctoral courses

*** Indicates course design, course preparation, implementation,
and teaching*

*** Indicates course preparation and teaching*

** Indicates course teaching*

• 3-D Modeling, Materials, and Lighting (Game Design) ***

• Foundations of User Experience Design ***

• Foundations of Software Design and Development ***

• Advanced Web Design and Programming (PHP) ***

• Advanced Web Capstone Experience (HTML5 Front-end Engineering) ***

• Digital Marketing Funnel Design and Automation ***

• Interactive Design *

• Interactive Web Design (Graduate-level Interactive Design course) *

• 2D Design Fundamentals ***

• Digital Design Aesthetics *

• Graphic Design and Imaging (Photoshop/Illustrator) ***

• Intro to Digital Gaming (Maya / Unreal Tournament Engine) ***

• Environment and Level Design (Game Design) **

• Core Principles: Game Art *

• Core Principles: Programming *

• Applied Principles: Programming *

• Web Design and Scripting I and II (XHTML/CSS) ***

• Human-Computer Interaction (Pre-planning Usability Engineering) ***

• JavaScript Programming (Dynamic Browser Scripting) ***

• PHP Programming (Dynamic Back-ended Websites) ***

• Video Art and Web Broadcasting (Short Film Writing and Production) ***

• Animation and Motion Graphics (Maya/After Effects) ***

• Desktop Publishing (InDesign) ***

• Spreadsheets and Databases ***

• Sound Design (Loop Construction, Foley Art, Ambient Development) ***

• Intro to Multimedia (Flash Development/Programming) ***

• Advanced Multimedia (Flash Professional Connected to Live Database Sources) ***

• Digital Imaging
(Conceptual Art Development in Photoshop) ***

• Typography II (Advanced Typographic Design) ***

• Interactive Design I/II (XHTML/CSS/UI/UX) ***

• Advanced Interactive Design (Web Programming) ***

• Motion Graphics I (After Effects) ***

• Motion Graphics II (After Effects/Maya) ***

• Principles Of Animation (Maya/Animation Master) ***

• Interface Design (Game Interface Design) *

• Camtasia for Enhanced Learning (For Doctoral Education Students) ***

• Rich Media in Education (For Doctoral Education Students) ***

• Portfolio I and Portfolio II ***

INTERESTS

Music composition and performance (piano, guitar, drums, for over twenty years), traveling, hiking, biking