



Noelle Krista Stransky

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SKILLS

After Effects	Final Cut Pro
Flash	HTML 5
Photoshop	CSS 3
Illustrator	Wordpress
Fireworks	Xbox User Interface Tool (XUI)

EXPERIENCE

Xbox 360 \ Kinect March 2010 - February 2011

User Experience Designer/Dev

Responsible for 2010 Xbox 360 dashboard update: prototyping, iteration, creation and final bug polish, including Kinect interface and Xbox First Use tutorials.

- *Worked with motion artists, designers and developers to create dynamic user interface experiences, from initial concept art to final production UI.*
- *Responsible for bug fixing, redline implementation, and visual polish work, thereby ensuring a high-quality experience throughout the entire Xbox 360 interface.*
- *Bridged the gap between design and development, expediting the design prototyping and implementation process.*
- *UI/UX animation and design details for several Xbox 360 and Kinect features.*

Western Washington University September 2009 - December 2009

Adjunct Professor

Taught Design 251 in the Art Department at Western Washington University. Students participated in several projects which were critiqued and graded throughout the quarter.

- *Prepared lesson plans and bi-weekly lectures focused on Photoshop, Illustrator and Indesign and their respective roles in the design pipeline.*
- *Facilitated classroom discussions and critiques around student work.*

Work Doctor, Inc January 2009 - February 2010

User Experience Designer

Restructured and revitalized the organization's overall print branding and web presence. Since implementing this strategy WBI's online presence has seen a two fold increase in unique visitors and a 2% decrease in bounce rate.

- *Developed a brand strategy and visual language for the company.*
- *Worked as an information architect, organizing the sites content into intuitive navigation and separating content based on the needs of the user.*
- *Hand coded HTML/CSS code and worked closely with developers.*

WWU Publicity Center July 2007 - December 2008

Graphic Designer

Graphic Artist for Associated Students events and organizations.

- *Worked directly with clients on promotional materials, from ideation to production, that were consistent with each organizations branding strategy.*
- *Designed collateral based on client's needs: posters, handbills, banners and digital advertising.*

EDUCATION

Western Washington University December 2008

BA in Design: New Media

Studies in interactive design and motion graphics.

BA, Fairhaven College: Advocacy Through Digital Production

Interdisciplinary studies in video production and film theory.