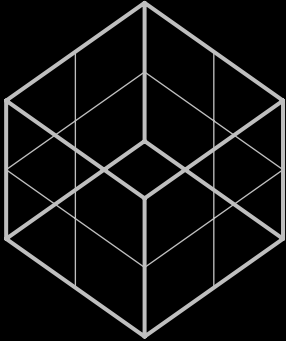


# JONATHAN BROCKETT



## CONTACT

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linkedin.com/in/jonathan-brockett

Portfolio: jbrockett.design

## SKILLS

### Skills

3D Modeling  
Wireframing  
Prototyping  
Hand sketching  
Visual Design  
3D Rendering  
HTML/CSS  
User research  
Personas

### Tools

Unity 3D  
Adobe Creative Suite  
Sketch  
Rhino 3D  
CAD/BIM (Revit)  
Invision  
Marvel  
Axure

A forward-looking designer, I believe finding innovative solutions at the intersection of the digital and physical is particularly vital to the future of user-centered design. I am passionate about shaping these immersive human experiences into something positive and useful.

## EXPERIENCE

### UI Designer | CEB

December 2016 - Present

A contract position designing UI elements and screens, including visual design and coordination with developers.

### UX Design Student | General Assembly

August 2016-November 2016

10-week bootcamp program with multiple projects and experience with all phases of a user experience design process.

- Created an augmented-reality concept for the Smithsonian Air & Space Museum.
- Helped define and create a new platform to host innovation competitions where global innovators can assemble teams and compete for prize money.

### Designer | streetsense.

July 2015-July 2016

Streetsense is a design collective focused on a range of services including brokerage and architectural design.

- Worked on projects ranging from 8,000sf restaurants to small fitness studios on all phases of the project.
- Conveyed design intent to clients with design presentations
- Helped transition project to reality with construction documentation

### Designer | SKB Architecture & Design

August 2013-July 2015

SKB is a boutique style workplace design firm with over 30 years of experience.

- Worked on multi-level, high-end law firm office design
- Conveyed design intent to clients with photo-real renderings
- Used a parametric tool to design a 3D screen which gave privacy to a series of conference rooms.

## EDUCATION

### UXDI | General Assembly

UX Design Immersive Program • Aug-Nov 2016

### B.Arch. | Virginia Tech

Bachelor of Architecture • Spring 2013