

# Amy Melissa Bennett | Multimedia Designer

*Designing visual media with motion, code, sound and Artificial Intelligence*

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## Design Skills

Illustration | Motion Graphics | UX/UI Design | Prototyping | Compositing | AV Editing | Responsive Web Design | Wire-framing | Branding | Logo Design | Digital Storytelling | Typography | AI Integrated Workflow

## Software Skills

Adobe Illustrator | Photoshop | After Effects | Premiere Pro | Audition | InDesign | Acrobat | Figma | Slack | Basecamp

## Development Skills

HTML5 | CSS3 | JavaScript | Python | React | PHP | Bootstrap | Django | APIs | Git | GitHub | JSON | jQuery | Interactive Data Visualization | Visual Studio Code | XAMPP | MS SQL Server | WordPress

## Recent Projects

**SciVite** - Multimedia Designer | Spring 2025 | URL

A virtual interactive tour experience for WSU Vancouver's Life Sciences Building, commissioned by the university for the purpose of recruitment and promotions.

- Researched and created visual assets for mood board, slide deck, website and all associated deliverables
- Illustrated icons, logo and presentation materials
- Presented progress and product to client for feedback and approval

**Connecting Consciousness** - Audio Designer | Aug 24 - Feb 2025 | PDX Winter Lights Festival | <https://pdxwlf.com/>

An interactive, immersive light and sound exhibit featuring integrated motion and touch sensor triggers.

- Researched foley art and heavy editing techniques for creating original sfx
- Recorded, edited and exported original, triggered sfx
- Produced ambient sci-fi/space background soundscape, using AI assisted music generation

**Under the Patch** - Creator, Producer, 2D Animator, Editor | Spring 2022 | <https://vimeo.com/1058468230>

An animated short film highlighting the impact on sea life of the Great Pacific Garbage Patch, using endearing original characters, while illustrating that big problems are best solved together.

- Conceptualized, storyboarded and project managed the creation of film over 13 weeks
- Illustrated 90% of visual assets
- Animated and consulted on animation decisions
- Edited first rough and final cut of film, with one other edit by my teammate

## Work Experience

**Columbia Writers Series**, Clark College - Designer, Developer | Aug 2021 - Dec 2021

A series of author talks and workshops presented by the English department to inspire student writers and encourage interaction and networking.

- Designed digital and print promotional material
- Managed web content for literary events
- Communicated with department heads and coordinated with the college on logistical issues

**Ignite: Phoenix Lit**, Clark College - Web Developer/Designer, Editor | Jan 2021 - June 2021

*The Phoenix* annual hard copy and digital publication features art and literature contributed by students and alumni with the goal of building skills and gaining experience in both fields of study.

- Created a new updated website that met both functional and stylistic needs of the literature half of The Phoenix
- Migrated content from outdated shared website
- Managed, edited, and uploaded submissions weekly

## Education

**Bachelor of Arts in Digital Technology and Culture** - Washington State University, Vancouver, WA | May 2025

**Associate of Applied Technology in Digital Media Arts** - Clark College, Vancouver, WA | June 2022

**Associate of Applied Technology in Web Development** - Clark College, Vancouver, WA | June 2021

## Certificates

**Microsoft Technology Associate Certifications:** HTML5/CSS3, Database Administration and Python