# Sharon Williams' Résumé

My name is Sharon Williams Nelson but I go by the acronym of shacawine. I am a 27-year-old Panamanian/Spanish interaction designer with a background in design engineering, industrial design, storytelling and animation. I believe in reflection, time and fun as the other crucial dimensions of design.
You can visit my online portfolio at **shacawine.com**
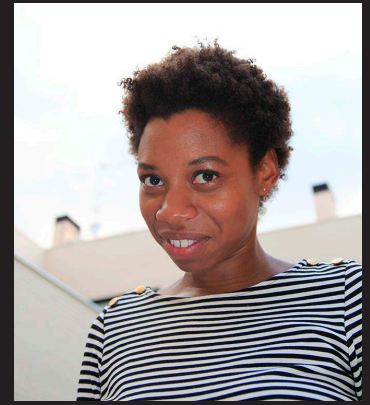
Work experience

PHILIPS DESIGN
Eindhoven, The Netherlands. 2013 (2 months)
Motion Graphics Designer
I created motion graphics for concept movies on new products and services for healthcare systems. My tasks included:
- Create animatics (storyboard to voice-over).
- Create 2D proposals of style for characters, backgrounds and other graphic elements.
- Create animated proposals of key scenes.
- Create animated movies.
- Synchronize animation to final voice over.

SMART DESIGN.
San Francisco, US. 2012 (5 months)
IxD Intern
My time at Smart Design wast mostly dedicated to one project. My tasks included:
- Definition of use cases, flowcharts and wireframes for different platforms in both desktop and mobile devices, for the creation of user interface design patterns.
- Creation of assets for user testing.
- Animation of interactions for collaborative digital experiences, and of motion graphics for the definition of UI transitions.

IDEO
Munich, Germany. 2011 (6 months)
IxD Intern
I worked in projects for different clients; and in a couple of internal projects around the topics of branding, community and the Internet of Things. My tasks included:
- Creation of concept movies.
- Preparation, facilitation and participation in creative sessions.
- Visualization and prototyping of concepts and scenarios.
- Storytelling and branding.
- Creation of user journeys and service blueprints.
- Creation of desktop and mobile UI proposals
- Website design and implementation.

IVECO
Barcelona, Spain. 2008 (6 months)
Industrial Design Engineer
I worked in the design of 3D models, technical drawings and assemblies of the different parts that constitute the engine of big vehicles.

JAUME PLENSA.
Barcelona, Spain. 2006-2008.
2D - 3D freelancer
I worked in the digitalization of elements for laser cutting and soldering, and in creating the technical drawings and blueprints for remote assembly and installation.

Education

INTERACTION DESIGN MFA
2013 (2 years)
Umeå Institute of Design. Umeå, Sweden.
The program tackled the relation between people and Information Technology, focusing on the creation of products and services. Projects were done in collaboration with external corporations.

ADVANCED DESIGN VISUALIZATION
2010 (1 year)
Umeå Institute of Design. Umeå, Sweden.
The course focused on the communication of ideas through visual storytelling. The content of the course included visual storytelling, 3D visualization, presentation techniques and post-production.

INDUSTRIAL DESIGN INTRODUCTION
2009 (1 year)
Umeå Institute of Design. Umeå, Sweden.
Intensive introduction course to the methods used within the field of industrial design. The content of the course was based on the learning of the design process and meth ods, analysis and problem solving, interaction and design management.

ENGINEERING IN INDUSTRIAL DESIGN BA
2007 (3 years)
Elisava School of Design & Engineering. Barcelona, Spain.
The degree aimed at acquiring the skills needed for the management of a product throughout all the stages of its life cycle: design, technical development and final industrialization.

Clients and Collaborating Partners

Throughout my professional and educational career, I've worked for/collaborated with external corporations, including:

Software Knowledge

Advanced: After Effects ~ Premiere Pro ~ Illustrator ~ InDesign ~ Photoshop
Intermediate: Autodesk Maya ~ Maxon Cinema 4D ~ ProEngineer ~ Solid Works
Basic: Processing ~ Arduino ~ Flash

Languages

I am fluent in English, Spanish & Catalan.

Publication

Interpreting the Interpretation. ~ Paper presented at the SIDeR' 11 conference on the process of portraying subjects, and reflections on the veracity of data gathered based on research methods.

Skills & Methods

Ethnographic Research ~ Analysis & Synthesis ~ Cultural & Design Probes ~ Workshop Facilitation ~ Insights & Strategy ~ Concept Visualization ~ Idea Validation ~ Prototyping Tools ~ User Testing ~ Information Architecture ~ Wire-framing ~ Visual Communication ~ Illustration ~ Service Design ~ Branding ~ Motion Graphics ~ Scenario Techniques ~ Storytelling ~ 3D Modeling, Rendering & Animation ~ Movie Compositing & Post-production ~ Sound Design ~ Technical Drawing ~ Basic Programming.