

# LEO HENAULT, B.A.

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## CAREER PROFILE

**VISUAL & DIGITAL ART PROFESSIONAL with additional corporate skills.** Local graduate from North Carolina State University (NCSU) and the Durham School of the Arts. Certified in MobileSmith Mobile App Development Platform. Professional experience as visual designer for web, mobile and printed content with proficiency in Adobe Suite, MS Office Suite, Jira, 3D Software and more. Experience in quality assurance and rigorous product testing. Design projects have included app design, UI/UX prototyping, web graphics, ad campaigns, YouTube channel assets, video game art and design, motion graphics and more. Meet all deadlines **100%** of the time. Praised for teamwork, communication and work quality.

## KEY SKILLS

• Administrative Skills	• Relationship Management
• Behavior Management & Group Leadership	• Technical Writing, Creative Writing, Report Generation
• Professional Level Communication Skills (Written and Oral)	• Social Media Usage and Content Creation
• Computer & Technical Skills	• Interfacing and Project Planning with Clients and Stakeholders
• Customer Relations & Customer Service	• Quality Assurance, Product Testing, Data Entry
• Digital Artist (2D and 3D Software)	• Teacher & Tutor
• Leadership Training	• UI/UX, Wire Framing and Medium/High Fidelity Prototyping for Web and Mobile Apps
• Organizational & Project Management Skills	• Video Editing and Motion Graphics
• Visual Design Software Expert	• Visual Arts (Digital and Traditional)

## CERTIFICATIONS & TECHNICAL SKILLS

**CERTIFICATIONS:** MobileSmith Mobile App Development Platform

**OFFICE SOFTWARE:** Microsoft Office, Excel, PowerPoint & Word, Google Apps, Jira, Microsoft Teams, Slack, Discord

**VISUAL & DIGITAL DESIGN SOFTWARE:** Photoshop, Illustrator, After Effects, XD, InVision, Axure, InDesign, Maya, ZBrush, KeyShot, Fontawesome, Material Design Libraries, Apple Design Resources/HIG

**SOCIAL MEDIA:** Blogging Sites, Facebook, Google+, LinkedIn, Twitter, YouTube, Vimeo, Instagram

**WEB PAGE DESIGN:** Content Management Systems, WordPress

**OPERATING SYSTEMS:** Various Mac and Windows Operating Systems, Android and iOS Devices

## EDUCATION

**B.A., DESIGN, COLLEGE OF DESIGN, NORTH CAROLINA STATE UNIVERSITY (NCSU), RALEIGH, NORTH CAROLINA (MAY, 2015)**

- **G.P.A.: 3.1 / 4.0**

Leo Henault, B.A. (1)

## VISUAL ART AND DIGITAL ART PATHWAYS, DURHAM SCHOOL OF THE ARTS, DURHAM, NORTH CAROLINA (2010)

- G.P.A.: 3.25 / 4.0

## PROFESSIONAL EXPERIENCE

### MobileSmith Health (2019-Present)

#### *UX Designer (Mobile and Web)*

- ✓ Interprets requirements from stakeholders, clients and users in the healthcare sphere to create mobile app and web solutions for doctors and patients alike.
- ✓ Works in a fast-paced and dynamic environment that embraces the agile process.
- ✓ Creates user personas and flow maps to illustrate use cases with input from developers and project manager based on gathered requirements.
- ✓ Converts ideation and concepts into low fidelity gray boxes/wireframes that illustrate the foundational functions and flows of a product in the early stages.
- ✓ Further develops gray boxes/wireframes into medium-high fidelity mockups based on competitive analysis, current industry standards and practices, etc. to flesh out modern, user-friendly solution prototypes with built-in interactivity and animation to better illustrate crucial features.
- ✓ Regularly meets with and/or leads review meetings with stakeholders and mobile/web developers to better inform design decisions, adhere to best practices and address any potential accessibility compliance conflicts.
- ✓ Contributes to the refinement of MobileSmith Health's UX design process through collaboration with developers, stakeholders, and independent research of successful industry leaders.
- ✓ Clearly documents processes and design resources in ways that are clearly understandable and accessible to members of other departments within the company.
- ✓ Assists with secondary design tasks such as video editing, image file conversion, logo design, sales demo presentations, and more.
- ✓ Constantly seeking and embracing constructive criticism, researching newer and better ways to solve design problems, always yearning to learn and improve as a perpetual student of design.

### RiverWild/Dakno Real Estate Marketing (2017-2018)

#### *Graphic/Web Designer*

- ✓ Worked with development, marketing, and copywriting teams to create responsive, accessible website designs for numerous real estate agents across the country. Leveraged experience in the Adobe Suite using design best practices. Other creative tasks included in-house brand development projects (digital and print,) PPC ad creation, web module template design, UI/UX design, social media ad design, logo design, and more.
- ✓ Designed customized home pages, interior pages, site templates and more. using current design best practices to deliver professional quality design comps to real estate agents. Incorporated feedback from marketing specialists, programmers, design department leadership, and clients within demanding timeframes.
- ✓ Conducted client calls alongside marketing specialists to determine the best design solutions to optimize site traffic while meeting clients' style preferences. Maintained contact with clients to receive and incorporate feedback after delivering initial website comps. Handled clients of varying backgrounds and temperaments while always prioritizing their needs.- Works with QA team and producers to effectively restructure/optimize existing testing processes.
- ✓ Worked alongside programmers/developers; adjusting all designs to be responsive and accessible across varying devices and resolutions. Planned, prototyped and discussed intended animations, hover states, and other functionality to align with coding expectations and best practices. Proofreads extensive and detailed patch notes and makes important edits/adjustments to player-facing information.
- ✓ Assisted the development team with several internal UI/UX update projects.
- ✓ Spearheaded project in which printed on-boarding book would be transferred to an interactive online experience. Conducted research and created animated prototype expressing UI, user flow, animations, etc.
- ✓ Worked with Marketing Specialists and copywriters to ensure that client needs and site criteria are incorporated into designs while including SEO and optimizing lead generation.

- ✓ Developed and edited internal digital and print projects for Dakno Marketing including ads, social media content, e-books and printed material.

## **Epic Games (2016-2017)**

### ***Quality Assurance***

- ✓ Worked as a part of Epic's pioneering mobile game QA team, taking part in refining new IPs and contributing to the optimization of the mobile QA workflow.
- ✓ Wrote technical documents for procedural test cases.
- ✓ Gathered and recorded mobile device performance data for submission to developers.
- ✓ Thoroughly tested and reported bugs and other customer-facing issues using programs such as Jira and Microsoft Excel. Reported issues covered categories such as game UI, core gameplay, crashes, character balancing, and more.
- ✓ Worked with QA team and producers to effectively restructure/optimize existing testing processes.
- ✓ Communicates directly with game developers (designers, artists, programmers and producers) to provide feedback and assist in reaching solutions to critical problems regarding various aspects of gameplay.
- ✓ Proofreads extensive and detailed patch notes and makes important edits/adjustments to player-facing information.

## **MobileSmith Hackathon Participant (July 2017)**

### ***Graphic/UI Design and Prototyping***

- ✓ Participated in MobileSmith's annual Hackathon as a visual designer, focusing on graphics, UI and UX.
- ✓ Worked on team with software developers to develop prototype graphics and UI for employee handbook feature demo of MobileSmith's app development platform.
- ✓ Designed UX flow and UI based on wireframes.
- ✓ Successfully prototyped the design, layout and flow of an Employee Handbook feature that would allow users to efficiently search and access company policies.
- ✓ Created presentation in InVision prototyping platform and incorporated "hot spots" to allow users to download and test the handbook feature like a real app on their mobile device.
- ✓ Praised by MobileSmith employees for cooperation, communication, quality of work and friendliness under time constrained environment with little prior instruction.

## **DIGITAL TURBINE (2015-2016)**

### ***Creative Designer***

- ✓ Worked with Marketing Department to create ads, banners, and other image assets for social media campaigns, company website, ad campaigns, and more.
- ✓ Reformatted ads from major app developers to run on international phone carriers such as América Móvil.
- ✓ Worked and communicated directly with major international clients such as King, Pandora, Machine Zone, and many more.
- ✓ Served as readily available creative resource for spontaneous company design needs.

## **YOUTH DIGITAL STUDIO, DURHAM, NORTH CAROLINA**

### ***Assistant Teacher (2013 – 2014)***

- Taught 2D and 3D game art to summer campers and created digital images for software used in camp's classes.

### **Key Results:**

- ✓ In 2014, successfully worked with a team of fellow teachers and technology specialists to teach modern computer design skills to youth, offer support during their learning process, and ensuring each participant completed a final project that both they and their peers were proud of doing.
- ✓ To keep participants interested in learning, focused, and on-task, utilized specialized behavioral conditioning techniques.
- ✓ Maintained close, concise communication with participants whenever they had questions. Using my advanced knowledge of the provided software, I efficiently and quickly addressed any computer-related difficulties.

- ✓ My actions and those of the staff resulted in each participant producing a high-quality final project for their courses. Participants who were previously frustrated or confused by the advanced material had become comfortable with it by their last days of camp.
- ✓ In addition, successfully created various visual assets for Youth Digital Studio online game design curriculum. Using my advanced artistic and software knowledge, created and animated various high quality digital assets.
- ✓ Adhered to strict document and quality specifications so my work could be utilized by programmers and other employees. As a result, Youth Digital staff reported being highly impressed with the quality of my work, including the CEOs themselves.
- ✓ Hired as a full time summer staff member the same year and continued to help Youth Digital create assets for camp participants' software projects in a variety of fields.