Cheyenne J. Clark

https://pinkyfeats.design   cheyenne@geekyartgirl.com   austin, texas

Stay at Home Mom
January 2015 - Present
Managed my household and continued my studies into art and design:
- Supported my son's in-home Applied Behavioral Analyst team of therapists 35-40 hrs a week, teaching my son empathy, social cues, managing emotions, and organization
- Continued studies in tradional art to include painting, figure drawing, color theory, contrast, weight, balance, use of negative space, and form
- Extensive exploration of design thinking methods including the double diamond model, crazy eights exercises, personas, scenarios, user research, and human centered design projects
- Applied iterative design to projects that relied heavily on user research to drive design decisions and inform the workflow of the project
- Used various design tools such as Sketch, Invision, Figma, and Mural to work independently or collaboratively to complete projects that centered around identifying user problems and solving for user needs

UI Developer - Double Line Partners
June 2013 - January 2015
Developed and designed User Interfaces for education dashboards:
- Produced user interface mockups and wireframes while adhering to common user experience principles and ADA standards for teacher dashboards for our product in Pennsylvania
- Implemented front-end designs from mock-ups using HTML, CSS, and jQuery and Javascript
- Implemented server side features, as needed, to support front-end requirements using C# and SQL

Web Designer - Freelance
November 2010 - November 2011
Designed and developed sites for small businesses and individuals:
- Interfaced with clients to scope site functionality, establish site design requirements, and create a project schedule
- Produced layouts and mockups for potential site designs based on client tastes and requirements
- Implemented front-end designs from mock-ups using HTML, CSS, jQuery and Javascript

Product Manager - Operational Test Command, US Army
January 2009 - November 2010
Oversaw a team of contracters building a simulation system for testing digital intel systems:
- Established yearly software requirements with the IMASE Program Manager and coordinated resulting development tasks with the Software Development Lead
- Developed and maintained ISSS project schedule based on PM support deadlines and software development/testing timelines
- Monitored ISSS contract development team, funding expenditures, and hardware/software purchases; coordinated fiscal year funding estimates

Technologist - Operational Test Command, US Army
May 2007 - January 2009
Coordinated the testing of digital battlefield systems with the use of simulations:
- Assisted in the coordination of technical demonstrations of simulations and U.S. Army Battle Command systems for testers and VIPs
- Leveraged knowledge of systems, networks, and processes as a Subject Matter Expert for Information Assurance issues
- Participated in integration events that included multiple simulation systems from different organizations with the shared goal of achieving interoperability between the various systems
- Performed duties as the OTC Visualization Integrated Process Group Lead to research visualization tools in the Joint Services for inclusion in the OTC technology toolkit to support operational testers

Education

University of Mary Hardin-Baylor 2003-2007
BS Computer Science Minor: Computer Graphics Design

Austin Community College 2018 - Present
Certification in User Experience Design
(one class remaining)

Skills

Design Thinking
Research
Synthesizing
Balsamiq
Sketch
Figma
Mural
Adobe Creative Cloud
HTML
CSS
JavaScript
jQuery
Git
Atom
Agile
Task Estimation

Achievements

Achievement Medal for Civilian Service
Commander's Award for Civilian Service
Department of Defense Modeling and Simulation Award
Taught my autistic son sarcasm