



JUSTINE EVANS

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DESIGN WITH A NOD TO MOD

EDUCATION

2014 - 2017 **Master of Fine Arts | Media Arts [Track: Integrated Digital Media]**
University of Montana

Areas of study include graphic design, web design and web-ready graphics, and integrated- or print-ready materials. Additional explorations in multiple media platforms, such as eBooks and UI/UX design. Specializes in web design and illustration, with a secondary focus on online education, course development and accessible online media.

2005 - 2010 **Bachelor of Arts | Media Arts [Track: Digital Filmmaking]**
Bachelor of Arts | Theatre
University of Montana, *Summa Cum Laude*

Study in the technical aspects of visual storytelling and filmmaking, including scenic and lighting design, direction, editing, and pre-through post-production.

PROFESSIONAL EXPERIENCE

Design ••

2014 - Present **Instructional and Web Designer, University of Montana**

Website content designer and content manager for online undergraduate courses, including graphics, videos, and layout.

Introduction to Web Design and Development ([Site Link](#))

Principles of Interactive Media ([Site Link](#))

The Art & Science of Interactive Games ([Site Link](#))

The Modern Horror Film ([Site Link](#))

Introduction to Linear Editing ([Site Link](#))



2017 Hack Oregon, Graphic Designer, UX Designer [Volunteer]

Remote volunteer for City of Portland nonprofit group which promotes civic awareness through data projects.

2014 - 2016 Innovation Studio, Designer ('14-'15), Manager ('15-'16)

Manager of student graphic and online-content designers. In charge of client communication, correlating schedules, workloads, and Quality Assurance, as well as creating graphic and layout designs for online courses. Provided feedback and consultations, and worked with content builders to create and advent accessible features in an online environment.

Education/Teaching ••

2018 – Present Assistant Adjunct Professor, University of Montana

Continuing my role as a course builder and facilitator in interactive and digital design, providing upper-division arts and technical courses in the fields of web, graphic, and game design. Recent projects explore interaction and user experience design, focusing on web and mobile app prototyping and user testing practices.

2018 – Principles of Interactive Media

Software Instruction, Usability, IxD/UXD, 25 Students

2014 – 2017 Graduate Teaching Fellowship

Online course builder and facilitator for the state of Montana's first online bachelor's degree. Utilizes and implements audio/visual content in Drupal, Wordpress, and Moodle (LMS). Coordinates in-person student meetings and alternative learning opportunities, with a focus on student success in the visual arts. **Courses Taught:**

2017 – Introduction to Photoshop

Software Instruction, Art & Composition, 30 Students

2017 – Introduction to Web Design

Web Development & Design, Languages, 75 Students

2015+ – The Art & Science of Interactive Games [Developer]

Game Theory & Analysis, Development, 50 Students

2015+ – The Modern Horror Film

Critical Thinking & Genre Study, 45 Students

2014-2015 – 101: Introduction to Media Arts

Introduction to Film & Digital Media, 45 Students



2015 – Present Instructional Lab Staff

Assists students in all program levels with interests in a variety of software, ranging from Adobe, Microsoft, and beyond. Provides consultations and advice to students of all skill levels, and helps maintain undergraduate machines.

2016 Graduate Teaching Assistant

Performed teaching or teaching-related duties solely or to assist faculty members, professors, department heads and other staff. In charge of maintaining online degree programs and content, and helps curate year-end showcase for over 300 students.

Other ••

2014-2015	Retail Manager & Merchandiser
2011-2013	Non-Profit Manager & Volunteer Coordinator

SKILLS & ABILITIES

Creation, Maintenance ••

- Project Management & Organization
- Layout & Content [Print Materials, Web]
- Graphics & Illustration
- Interface Design
- User Experience Design & Practices
- Website Design & Development
- Logo Design & Alterations
- Print Materials (Reading, Handouts, Flyers, Pamphlets)
- Video Editing, Motion Design

Software, Digital Technologies ••

- Adobe Creative Suite [Full] (Primary: Photoshop, Illustrator, Premier)
- HTML and CSS
- Git, Ruby on Rails, Jekyll (Lesser: Liquid and SASS)
- Drupal, WordPress, Cascade
- Mac and PC Systems, Environments and Navigation



● ACCOLADES & APTITUDE

Awards ●●

2017	Graduate Teaching Fellowship, School of Media Arts
2016	Graduate Teaching Assistant, School of Media Arts
2015	Kriley Foundation Scholarship
2005-2010	Fox Foundation Scholarship

Aptitude ●●

Web

Adaptable to several development environments. Has basic knowledge in most languages, and adept at problem-solving and debugging. Follows web best practices, usability and accessibility standards, and responsive/mobile-ready design.

Design

Extremely detail-oriented, dedicated to the visual language of composition. Studied various periods of art and graphic styles (minor in Art History & Criticism). Has worked with a variety of platforms and can provide the "total package:" all print media from business cards to banners, digital media such as video and eBooks, responsive web media and design.

Personal

Hopes to provide the most seamless translation between client visualization and the project. Fan of organic forms and classic modern design theories from 1945-1970, but adaptable to meet all visual needs.

Extremely dedicated and hard-working, but always with a smile. Takes her work very seriously, just not herself. Very detailed and driven.

● REFERENCES AVAILABLE UPON REQUEST!