

Omzee Pitchford

Interaction Designer

Contact

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(310) 403-1679

Skills

Interaction Design

User Interviews

Data Synthesizing

Problem Solving

Journey Mapping

Rapid Prototyping

Presenting

Project Management

Time Management

File Organization

Graphic Design

Style Guides

Animation

Typography

Responsive Web Design

HTML / CSS / JavaScript

Tools

Adobe CC

Figma

Google Suite

MS Office Suite

Interests

Music

Activism

Meditation

Games / Puzzles

Education

Santa Monica College

B.S. - Interaction Design (June 2021)

A.S. - Graphic Design, Emphasis in User Experience (2019)

Academic Experience

Beyond 12 Action Board - UX Research and Design

March 2021 - June 2021 | Partnership project with Ideo and Beyond 12

- Designed a space that allowed students to connect with each other and communicate with faculty to drive change on campus

Food Matters - UX / UI Designer

Sept. 2020 - Oct. 2020 | Adobe Creative Jam 2 Week Sprint

- Designed an app that guides people to food pantries

Cross Walker - UX Researcher & UI Designer

Oct. 2019 - Dec. 2019 | Venice, California

- Interviewed, observed, and tested to prototype a discrete way to help disabled pedestrians cross wide intersections

Work Experience

Animation Teacher Assistant - Venice Arts

Feb. 2023 - May 2023

- Taught a class of 10-13 year olds hand-drawn animation

Community Associate - Regus

April. 2022 - July 2022

- Advertised and managed office spaces in the Oppenheimer Tower
- Streamlined the mailing process for over 500 clients using excel

Gap Closer Games - Prototype Developer

Nov. 2021 - Feb. 2022 | remote

- Created a virtual simulation of a Kickstarter board game enabling hundreds of potential buyers to play before release

Code Tenderloin - Web Design Instructor

July 2021 - August 2021 | San Francisco, California (remote)

- Taught 57 high school interns HTML, CSS, and Bootstrap
- Taught using industry tools such as VSCode and GitHub
- Developed a curriculum for future instructors to work with