

# Alexander Bowen

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## EDUCATION

### Master of Liberal Arts, Harvard University Extension School (Admitted for Spring 2025)

- Digital Media Design Masters Degree program
- Remote educational opportunity, designed for flexible completion over 2-5 years to allow full time employment while completing the master's program.

### Bachelor of Arts w/ Distinction: Creative Technologies - University of Regina (Graduated 2024)

- Completed over 20 interdisciplinary design projects.
- Participated in university welcome week as an exhibitor for the company *The Emotion Mirror*.
- Member of UR International as an outbound exchange student to **Sogang University (2023)**, South Korea, for specialty classes in **UX Design, 3D Animation**, and **Visual Effects**. (Exchange average: 96%)
- Champion Collegiate Dean's List (Media Art and Performance), Academic Silver Scholarship, University of Regina Entrance Scholarship, Champion College International Scholarship, Global Skills Opportunity Scholarship

### Udemy: Complete Web & Mobile Designer: UI/UX, Figma (2024)

- Completed bootcamp course in sketching, inspiration, Figma tools, wireframing, user flows, sitemaps, prototyping, design theory, and digital systems interaction.

## EXPERIENCE

### Product, UX, and 3D Designer (2022 – 2024)

#### Polymath Global: Polymath Cloud, Crystal Bowl Player, The Emotion Mirror

- Created mock-ups in **Figma** for user flows to be presented to the client and developers for desktops, smartphones, and tablets.
- Created design guides including elements such as colour palette, typeface, and components to empathize with users, leading to a 30% growth in user retention.
- Ideated paper wireframes, lo-fi prototypes, user journeys, and user personas for approval from leadership and clients.
- A/B tested designs and conducted surveys with over 100 people for initial design feedback at the 2022 Grey Cup Digital Zone, where we discovered 20 pain points which were addressed in the next update with a 50% increase in user satisfaction.
- Modeled, rigged, and animated 2D/3D assets using **Maya 3D, Adobe Photoshop**, and **Adobe After Effects**.
- Modeled physical prototypes of the bowl player and misc. projects in **Solid Edge** for manufacturing.
- Engaged in Agile, Scrum, and Kanban project management frameworks.

### Director of Photography, Editor, and VFX Lead (2024)

#### "Uncanny" – Short Film

- Created prototype creepypasta website in **Figma** to be showcased in the film.
- Lead the video department in shot composition and equipment specifications.
- Responsible for a portion of the general film editing, but assigned specialty tasks in audio restoration and cleanup, and colour correction in **Adobe Premiere Pro** and **Adobe Audition**.
- Oversaw the visual effects and worked with the director to refine the desired CGI for human effects, greenscreen, and miscellaneous CGI additions in **Adobe After Effects**.

### Sales Representative (2021 - 2022)

#### Sip FX Promotions

- Engaged with customers to demonstrate liquor products at various outlets across Saskatchewan and tabulated data on client responses and sales numbers.
- Represented multiple market brands and conveyed detailed product descriptions following each brand guideline.
- Collaborated with employees and managers in vendor locations to ensure successful demonstration of products.

## PROJECTS

### Jabtang Weeb Podcast (2023 - Present)

- Sound engineering and editing in **Adobe Audition** and **Ableton** for the English dub of a Korean podcast on technology and animation.
- Assisted in researching, purchasing, and setting up studio equipment.
- Led the team as a subject matter expert in 3D and general animation.

### Creative Technologies and Design Student Society – 4<sup>th</sup> Year Representative (2023 - 2024)

- Advocated for creation the of the student society as well as an elected founding executive member.
- Organized meetings, events, fundraising, and collaborative opportunities to build a community of creative technologies, arts, and computer science enthusiasts.
- Recruited members and organized support from faculty and guest presenters for learning opportunities.

### Airport Buddy (2023)

- Designed a mobile platform in **Figma** for international travelers to have a locally saved map of major international airports for easy navigation between large terminals.
- Links travel platforms, rewards systems, and resources into one hub application.

### Global Game Jam (2022)

- Designed an AR phone app in **Figma** involving models and acoustics in a 3D environment within 2 days, implemented in **Unity**.
- Designed icons, sprites, models, and screens using **Figma**, **Adobe Photoshop**, and **Adobe Illustrator**.