

ALEXANDRIA HESTON



PORTFOLIO:
REALITYOFDESIGN.COM

Design Methods

User Research & Personas

Information Architecture

Site Mapping

Wireframing

Prototyping

Heuristic Evaluations

Web Development



Design Applications



XR Applications



UX DESIGN



3D MODELING



GAME DESIGN

EXPERIENCE



Jun 2018 -
Present

LEAD UX TECHNICAL ARTIST

Across Realities LLC

I work as a UX technical artist on mobile and web-based AR applications, in charge of researching potential user groups/markets, designing the user interactions, as well as the basic design of 3D and 2D assets.



Jul 2017 -
Present

UX DESIGN CONSULTANT

Avanade Inc.

I work as a designer on a project-to-project basis with the clients of Avanade offering timely and thoughtful solutions during each product cycle.



May 2017 -
Jul 2017

UX DESIGN AND DEV INTERN

Bloomington Tutors

Integrated a whole new system within the Bloomington Tutor's web and mobile application that helped increase overall traffic with user-centered logic.



Aug 2016 -
May 2017

WEB DESIGN INTERN

Center of Excellence for Women in Technology

Helped design media products, create and lead workshops, and help women learn basic website design and structure.

EDUCATION



Aug 2013 -

INDIANA UNIVERSITY

Major: Informatics Bachelors of Science

Cognate: Human Computer Interaction/Design

Minor: Italian (Study Abroad Spring 2016)

May 2017



PROJECTS

GAME DESIGNER & 3D MODELER

MIT Media Labs - Reality Virtually Hackathon

Designed all of the interactions and models for a Virtual Reality Symphony Orchestra, in which the user could conduct their own classical symphony.

Indiana University - Senior Capstone Project

Designed all of the interactions and models for a Virtual Reality puzzle game called MNPUL8R, incorporating low-poly models as well as creating the environment.