

REMI WEDIN

Multidisciplinary Designer

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remiwedin.com

EDUCATION

B.A., Media Arts + Practice

University of Southern California

School of Cinematic Arts

May 2021

GPA 3.9

SKILLS

Illustrator

InDesign

Photoshop

After Effects

Premiere

HTML

CSS

Processing

Arduino

Figma

Maya

RELEVANT COURSEWORK

IML 230

Fundamentals of Media Design

IML 404

Tangible and Spatial Computing

IML 430

Visual Communication
and Experience Design

IML 454

Advanced Techniques
of Spatial Representation

EXPERIENCE

Late Stage Interactive, Detour Bus VR Game | 2020- Present

3D Artist, Usability Researcher

- Work iteratively with the art director and producer to model assets from concept art including characters, terrain, and entire levels
- Conduct playtests, consolidate data and observations into usability reports for design and engineering teams
- Collaborate with accessibility consultants from The AbleGamers Charity to design subtitles that improve gameplay experience for players with dyslexia and low vision disabilities

USC Ahmanson Lab | 2020- 2021

Web Developer/Multimedia Designer

- Built digital exhibits and multimedia research projects alongside professors, librarians, and students using Scalar publishing software
- Created motion graphics for splash screens of highlighted projects
- Enhanced readability of Scalar templates by updating fonts, increasing line spacing, and removing tiled background images

Media Arts + Practice | Spring 2020

Student Assistant for John Carpenter, Tangible and Spatial Computing

- Assisted students with coursework in exploring extended human interaction, including new forms of haptic, sonic, and other sense modalities, through physical computing and spatial interfaces
- Provided individualized support to debug students' software and hardware projects made with Processing and Arduino

USC School of Cinematic Arts | 2018- 2020

Technical Assistant/Front Office Operations

- Improved office efficiency by creating task lists on Asana and schematics for classroom equipment
- Organized and cataloged equipment for media art installations including projectors, lights, and monitors

USC Career Center | 2017- 2018

Graphic Design Student Associate

- Led design, development, and implementation of the graphic layout and production communication materials for students, staff, and corporate audiences