

Yvonne Colombe

(210) 861-7590

kcyvonne.arts@gmail.com

<https://yvonnecolombe.com/>

Skills:

Front-End Design, Web Development, Multimedia Design, UX/UI, 2D Motion Graphics.

HTML5, CSS3, JavaScript, Adobe Illustrator, Photoshop, XD, Premier, Github, Basecamp, Slack.

Verbal & Written Communication, Time Management, Active Listening, Team Building, Critical Thinking, Problem Resolution.

Projects:

“DATA ENTRY: Portal” – Web Developer, Spring 2023

A reconstruction of Rob Swigart’s 1986 “Portal” narrative into a Virtual Reality environment.

- Created a base of information with HTML for website content.
- Communicated with the UX/UI team to properly execute the desired layout of the webpage.
- Worked with the Design and Video Teams to incorporate aesthetic and a game trailer into the content of the website.

“Pineapple Upside-Down Cake Recipe” – Web Developer, Spring 2022

A recipe website focusing on proper color scheme and layout of information, paying attention to typography and visual appeal.

- (explain languages) Coded a basic grid layout with responsive design for tablet and mobile devices.
- Researched proper use of color scheme and recipe websites utilizing typography.

“Promotional Halloween Poster” – Multimedia Designer, Fall 2022

An advertisement for a mock local event and designing a promotional type poster that pays attention to information hierarchy and proper typography.

- Pitched poster ideas with sketches that included some color scheme and layout design.
- Drafted display concepts with Adobe Illustrator Traced and/or hand drew concepts with Adobe Illustrator as draft.
- Polished final design for presentation.

Education

Graduated 06/2023

Washington State University, Vancouver – *B.A. in Digital Technology & Culture*

The CMDC of the Department of Digital Technology & Culture