Jason Bergunder

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Portfolio: www.staticgrasscreations.com/portfolio.html

Web Designer, Blogger, Videographer:
I am a fourth year SFU Interactive Arts and Technology student (IAT), with an emphasis on media arts and design. My interests have turned to web design and maintaining online blogs for both professional and personal work. I also maintain a business painting miniature models on contract as well as to sell separately.

Software Skills

Languages	Years		Design	Years
HTML5	2		Adobe Premiere	3
CSS3	2		Adobe Illustrator	4
Processing	3		Adobe Photoshop	5
Actionscript 3.0	4		Adobe Soundbooth	3

Industry Practices			Animation	
Persona Dev.	2		Maya	5
Spatial Thinking	2		Adobe Flash	4
User Experience	2		Unity	2
Wireframes	2			
CMS (Wordpress)	5			

I have been working with Maya and Photoshop since I was in high school and I still love using them. In the last three years I have been introduced to the Adobe programs and have developed an aptitude in both Illustrator and Premiere.

Web Experience

Business Website Redesign
Personal/Class   Summer 2013

www.staticgrasscreations.com

Although this project was SFU classwork, it was my full intention to use what I did for my miniature model painting business. I started with making wireframes to determine how the layout and the interactions will fit on a page. And then I transcribed it into HTML5 and CSS3 from scratch. I have tried to redesign my website before, but I felt the designs were inadequate until now.

I developed my HTML and CSS skills to create a protfolio style website that showcases my work and communicates my process to potential clients.

Adobe Illustrator
HTML5
CSS3
Wireframes
User Experience

Content Management System
Personal   2008-present

https://shadow-of-the-serpent.obsidianportal.com/

I use CMS for two things, the first is to showcase painted miniatures and interact with clients using Wordpress in a blog format. The second use is for compiling and consolidating my ideas in a single electronic location for role-playing campaigns that I write and host for my players. I have only started hosting role-playing games for about three months and have had great feedback. I have been able to immerse my players into the world of my games with a sense of purpose and obstacles that challenge their problem solving skills.

Through this, I have increased my confidence in storytelling and whit, creating and encouraging a banter between players both outside and inside the games. I also create handouts for the players to read out to add another layer of immersion.

Storytelling
Story Writing
User Experience
Adobe Illustrator

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Design Experience

Social Group App Design
SFU Class work — Spring 2012

Design a prototype application that a local social group would find useful. Designed and conducted usability studies, personas, and the application itself. I was responsible for the communication between our team and the social group and creating the application.

I developed my skills in communicating technical ideas and defined my method in using the related software. This is the project where I started to appreciate the subtleties of User Experience design.

Adobe Illustrator
Adobe Photoshop
Adobe Flash
User Experience
Usability Testing

Abyss
SFU Class work — Spring 2013

https://www.youtube.com/watch?v=unoLW1JFn0c

Abyss is an immersive environment piece set at the bottom of the ocean. It is a simulation to give the user an explorative, meditative experience where they may forge their own narrative as time passes. The models were outsourced, but were given joints in Maya and then imported into Unity where the project resided.

I developed my coding and familiarity with the Unity engine. I used Javascript to manipulate player movement to follow the facing of the camera as well as create an endless loop of the world. I also put joints into many of the models.

Maya
Unity

Business Experience

Staticgrass Creations
Personal — 2009-present

http://rolltohitclub.wordpress.com/
http://www.youtube.com/user/StaticGrassCreations

We are a miniature model painting and assembly company. Customers contact us via email and I keep contact with them for details about their project and to negotiate a final price on the contract. I also create video tutorials on the model making process. We are using this company as our way of giving back to the community. However, we would love to see StaticGrass expand in both size and services given.

We are currently working towards scouting local talent to hire as painters to supplement our growth. I have learned how to build a network, communicate points that lead to fair deals for both parties, developed my time management skills, and further developed my video creation and idea communication skills.

Negotiating
Adobe Premiere
Adobe Soundbooth

Goodbye

In addition to my interest in media arts, I also take pride in my hobby as a miniatures painter and table-top gamer. I collect and play with my own assembly of miniatures as well as study the rule books associated with the games.