

Art Direction /
Interaction /
Product Design
Boston, MA
818 488 0499

breewestphal.com

Education

RISD

BFA Illustration 2011

Skills

UI/UX

ideation
interaction design
information architecture
prototyping
visual design
user research
usability testing
design systems

Graphic Design

typography branding book design web design

Art Direction

illustration
artist curation
agency collaboration
art spec writing
concept sketching
stakeholder reviews
feedback writing
image editing
digital media
traditional media

Experience

Art and Design Lead / Curriculum Associates

Boston, MA / Aug 2017-Now

I design *i-Ready*® *Reading*, an award-winning digital learning product serving over 12 million K-8 students across the United States.

Managing a small team of designers and collaborating with researchers, instruction writers, art vendors, developers, and business stakeholders, I build engaging, data-driven, accessible products from end to end and direct for inclusive and age-appropriate content.

Achievements: EdTech Cool Tool Award Finalist 2021 | Tech & Learning's Award of Excellence, Remote Learning 2020 | Tech & Learning's Best of Show 2020 | New Product Award (Platinum) 2020 | EdTech Breakthrough Award 2020 | TCEA Best of Show Award 2020 | Tech & Learning's Award of Excellence 2019

UX Researcher and Designer / Merck & Co.

Boston, MA & Singapore / Aug 2016-Jul 2017

I studied cutting-edge technology to solve global patient care challenges. Working with other designers, ecosystem strategists, and domain experts, I prepared research and designed protoypes to open access to care for millions of patients in developing countries. I also prepared design thinking workshops to encourage innovation at work.

Product Lead / Singapore University of Technology and Design

Singapore / Nov 2014-Feb 2016

I led a small team to produce *Piece by Piece*, a tablet game for seniors with dementia in Singapore. Partnering with clinical stakeholders and caregiving facilities, I worked with Human Computer Interaction scientists and game developers to build a culturally relevant and accessible play experience that we validated in testing with over 400 Singaporean seniors.

Clinical testing showed 90% of dementia patients found the game engaging, and 75% of seniors and caregivers bonded through play. **Conferences:** OZCHI 2017 | MobiSys 2016 | EHAASM 2015

Tools Artist and Designer / Daylight Studios

Balsamiq Singapore / May 2012-Feb 2014

Sketch App Led UI and interaction design for Swords of Fate mobile game.

Principle App

Achievements: Singapore Mark Award 2014 | Straits Times' Best Local

Game, 1st Runner-Up 2013

Adobe Xd Freelance Illustrator / Columbia University

Adobe Photoshop New York City, NY / Mar 2011–Jun 2016

Adobe Illustrator I illustrated card art and marketing materials for EcoChains: Arctic Life, a

Adobe InDesign game that teaches about fragile polar ecosystems.

Mural Achievements: Parents' Choice Approved Award 2017

Notion Freelance Illustrator / Artisan Creative

Squarespace Los Angeles, CA / Dec 2014-Apr 2016

HTML/CSS I illustrated travel posters for Shanghai Disneyland and made art for

MobilityWare's Block Party Bingo! mobile game.

Industry Knowledge

Figma

Servant Leadership

Designer / Six Red Marbles

Boston, MA / Aug 2011–May 2012

Design Strategy Produced page layouts, graphics, and image edits in educational

UX Ideation Methods materials for Heinemann, Houghton Mifflin Harcourt, and

WCAG Accessibility Massachusetts General Hospital.

Human-Centered Design

Art & Design Intern / Singapore-MIT GAMBIT Game Lab

Agile Development Cambridge, MA / Jan-Aug 2011

Game Devleopment Led art and design for A Closed World, a game exploring LGBTQ themes.

Print Production Pipeline Achievements: IndieCade Global Finalist 2012 | PC Gamer's Best PC

Behavioral Research Game of the Week 2011 | Featured in Gamasutra, Kotaku, Game

Developer Magazine, and Siliconera

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