

Lisa Revelli

Product Designer
UX/UI Designer
User Researcher

EMAIL
lisar@lisarevelli.com

PHONE
+ 1 415.747.5616

Objective:

Looking for company where I can contribute my experience and talent as well as grow along with colleagues who I believe brings value to humanity.

Skills

Adobe Creative Suite
Asana
Dovetail
Figma
Google Workspace
Maya (3D Software)
Miro
MS Office Suite
Otter AI
Sketch
Tableau
UserZoom
Unreal 5 (Game Engine)

Certifications

Data Analytics

Google Professional Certificate

Emergency Medical Responder

Generative AI with LLMs

DeepLearning.AI
Building Production Grade LLM Apps
In progress 2023-2024

Human Computing Interface

HCI Professional Certificate
Cornell University 2017

Product management for Engineers Certification

Cornell University
April-May 2024

Work Experience

Sr. Product Designer/UX Designer

Jareese Music LTD

Legacy Music Jukebox – *Non-Disclosed project*

June 2023 - Current

- User Research
- Defining User Requirements & Product Requirements
- Design of UX/UI Experience Prototype
- Technical supervision of engineers with AI Avatar component
- Collaboration development of LLM Conversational Model
- Product Mapping

Sr. User Researcher & UX/UI Designer

Duke Energy (Pyramid Consulting) North Carolina

Remote

January 2022 – May 2023

- Presented solutions to Product Owners and Business Unit of Internal Software Development applications/tools
- Collaborative development of Level 3 Incident Event Reporting tool which increased user reports by 300%
- Innovated interactive mapping of energy circuits, substations, energy capacities - iGrid Visualization
- Use of Qualitative/Quantitative research & testing using usability heuristics, UX metrics
- User research outputs - personas, user journeys, empathy maps, user requirements
- UX Design outputs: design requirements, high fidelity wireframes

Product Designer, Interactions Designer

Guardian Airwaves, LLC

Aug 2017- November 2021

Larkspur, CA

- Developed 5 VR simulation training MVPs with small team
- Conceptualized VR AI Avatar, fire behavior simulation, search & rescue prototypes
- Managed production of prototypes cross-functionally, data/asset libraries
- Led user research, usability testing & user experience assessments with firefighters of CALFIRE-TGU, USFWS, USF
- Designed high-fidelity wireframes using Figma
- Awarded PSCR's VR HUD Navigational Display Award 2018

Product Designer, UX/UI Designer, Graphics

Independent Contractor:

Sept 2013 – Sept 2017

San Francisco Bay Area

- **IANA** – Developed original concept & wireframes for self-reporting mobile app for teens with prescribed drugs
- **Go Slow** – Designed features & interactions for social mobile app to create new ties, maintaining old ties with suggested activities, diary feature
- **Handheld Micro Surgical Camera** - Sanovas, Inc - Biotech
Analyzed ergonomics, designed exterior design
- **UI Portal for Virtual Reality Apps** - Marin County Library
Designed concepts for User Interface portal
- **Mill Valley Outdoor Art Club, The JB Piano Company, AllOhana** Designed and produced websites
- **Vanguard Properties** - Design & production "*History of the Ritz Carlton*"
- **Musica Marin** - Program Design & Production, Fall/Spring

Memberships

HAI

Human Centered AI Institute

IEEE

Institute of Electrical & Electronic Engineer

Women Impact Tech (WIT)

Lisa Revelli

EMAIL

lisar@lisarevelli.com

PHONE

+ 1 415.747.5616

Education

B.A. - Product Design

Art Center College of Design

B.A. - Marketing

University of Hawaii

WBENC WeThrive 2020

Business Executive Development Program

Facebook - Level-Up 2019

Social Media Workshop

Psychology and Game UX

GDC Master Class 2021

Machine Learning -Theory Modeling in Python

AI Camp 2020

Generative AI with LLM

Deep Learning Course (ongoing)

Director of Production

Passion Voice

Mar 2013 - July 2015

San Rafael, CA

- Executed crowd funding campaign which surpassed goal by 20%
- Created & published graphic visuals for video, print, website
- Edited & cataloged 400 hours of footage, translation, editing
- Wrote copy for PR campaigns and news releases

3D Computer Graphics Instructor

Canada College

Sept 2007 - June 2008

San Mateo, CA

- Taught environmental modeling, texturing, lighting
- Developed course curriculum

Project Manager

Inhance Digital

June 2003 - July 2004

San Jose, CA

- Facilitated production of Boeing's Future Combat System visual simulation involving milestones, scheduling, assets libraries

MFA Advisor, Instructor

Academy of Art University

Sept 2003 - May 2004

San Francisco, CA

- MFA Advisor- mentored portfolio build, project direction
- Instructor - Advance 3D hard surface modeling

Technical Director

ESC Entertainment – Matrix “Revolutions” film

Jun 2001 - Aug 2003

- Particle FX for Explosions
- 3D Environment Lighting

Lead Designer

Stormfront Studios

Oct 2000 - Jun 2001

San Rafael, CA

- Visual Designer of **“Blood Wake”** – Water simulation battle game, Microsoft's **X-box** platform
- Received Game Industry Accolade for design of 3D environments, architecture, boat patterns
- Built & expanded assets libraries

Lead Graphics Designer

Gavelnet.com – Real-time web-based fine art & collectables auction site

April 1999 - Sept 2000

San Francisco, CA

- Designed style sheets, created Header Graphics, GIFs
- Cross-function communication between art department and programmers
- Designed print ads for publications - New York Times, Art News

Technical Director

Pixar Animation Studios

Mar 1997- May 1999

Pt. Richmond, CA

- Lighting, depth of field for Academy Award winning **“Geri's Games”**.
- Digital painter for 'shoebox' test for **“Monsters, Inc.”**
- Managed IMAX Pixar's classic animated short films