

Jessamin Ato

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Education

Bachelor of Arts in Digital Arts and Sciences

2023-Present

University of Florida

- Relevant Coursework: Principles of Digital Visualization, Principles of Interactivity and Usability, 2D Digital Animation Techniques, DAS Design and Production Studio 1 & 2, Game Systems Development 1
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Experience

Commission Based Work

2023-Present

- Design graphics or illustrations in collaboration with clients to create the desired product with audience, subject, and end goal in mind
- Manage projects from concept to final delivery while incorporating client feedback and creative direction
 - › Work directly with any type of organization to create intentional graphics, give a final edit, give advice, and streamline the creative and production process

Genesis Dance Crew

2025-Present

- Design themed graphics for social media campaigns, performances, and promotional materials
 - › Take on extra last minute projects and submit a design within 24-48 hrs, give input on other designs, pitch themed concepts for showcases

Venus A Cappella

2025-Present

- Organize calendar and attendance sheets, create social media templates
 - › Collaborate with E-board to streamline audition process, rehearsals, social media posts, and theme for performance sets
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Projects

Shands Hospital Children's Book - *Outsourced*

2025-2026

- Illustrated a children's book explaining the experiences pediatric patients can expect at Shands Hospital, helping make visits, procedures, and surgeries less intimidating through written dialogue and hand-crafted illustrations in Clip Studio Paint

Social Media Posts - *Multi Media*

2025-Present

- Designed digital content tailored to the needs and preferences of different user groups, audiences, and communities across multiple organizations
- Collaborated with supervisors, business owners, and executive board members to identify communication goals and translate them into effective visual designs
- Applied principles of visual communication, branding, and audience engagement to create impactful social media campaigns
- Iterated on designs based on stakeholder feedback to improve clarity, reach, and user engagement

HTML & CSS Web Design - *UX Design*

2026

- Designed and coded a multi-page website using HTML and CSS, translating design concepts into a functional user interface
- Implemented navigation menus, linked content pages, and interactive elements to enhance user engagement
- Utilized UX design principles including visual hierarchy, consistency, and accessibility to improve usability

Mobile App Wireframe and Prototyping - *UX Design*

2026

- Designed a mobile app concept and transformed requirements into an interactive prototype using Figma
 - Created user flows, wireframes, and clickable prototypes to simulate real-world user interactions
 - Iterated on layouts and navigation patterns to improve usability and create a seamless user experience
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Skills

Hard Skills: Adobe Photoshop, Adobe Illustrator, Adobe Lightroom, Clip Studio Paint Pro, Procreate, InDesign, ToonBoom Harmony

Soft Skills: Critical thinking, Problem Solving, Creativity, Adaptability, Time Management, Leadership, Communication, Teamwork