

# aDittami

Digital Art  
& Design

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Amanda Dittami

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## Skills

### Languages, Software & Applications

C#, Unity 2D/3D, Java, Android Studio, JavaScript, HTML, CSS, PHP, Lua, Maya, Visual Studio, Photoshop, Illustrator, Adobe Premiere, Adobe XD, inVision, Autodesk Maya, Blender, Filezilla, Wordpress, Shopify, Magento, 3dCart, SourceTree, Microsoft Office, GameMaker: Studio, AfterEffects, Audacity & more

### Knowledge

Unity 2D & 3D, Game Design & Development, UI/ UX Design, Web Design, Haptic Design, Mobile Development, 2D Art/Animation, 3D Modelling, Wireframing, Storyboarding, Ecommerce, Sales, Photo Editing, Graphic Design, Project Management, Narrative Design, Sound Design, Film Editing & more

## Experience

### Independent Contractor / Multimedia Design Consultant

January 2015 - PRESENT, Chicago, IL & remote

Over the last few years I have worked as an Independent Contractor on a multitude of projects for various clients ranging from web design, graphic design, ecommerce, social media marketing and more. Outside of the digital world I also ran an art gallery + store called [Tech Cemetery](#) in Jefferson Park of Chicago, IL. The gallery was a space that showcased local artists paintings, crafts, sculptures, performances and more. Currently I run the *Tech Cemetery* as an online business. I also help manage the commercial site for [Urban Remains](#) and provide design/development as a consultant for [Tanvas](#).

### Tanvas / Visual & Multisensory Designer

April 2016 -PRESENT, Chicago, IL

At Tanvas, I was hired as a UX designer to create new experiences demonstrating their [haptic technology](#). The Tanvas tech works by letting people feel friction on smooth glass, and Tanvas is selling/licensing this technology to device manufacturers. My job at Tanvas was to design experiences that would quickly demonstrate the possibilities of their new technology at various conferences and in meetings with clients. I also worked on creating new UX experiences with the haptic technology, so I spent significant time designing and testing new experiences with focus groups, live trials, and A/B tests. I also helped design visual tools for outside UX designers to create haptic effects, helped create a design language for haptic controls, and worked on R&D on haptic effects. Although my position was a design position, I also worked in and contributed to the software development efforts.

### Game Changer Chicago at The University of Chicago / Audio Visual Production Supervisor

February 2013 - March 2015, Chicago, IL

At Game Changer Chicago we created educational games and experiences meant to help teach middle school / high school youth on the South Side of Chicago about sexual reproductive health. I started as a Design Researcher, working on various digital projects, redesigning the lab's website and helping design alternate reality and card games. During this time I also ran several workshops for the youth, teaching game

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design, storytelling and web design skills. When I was promoted to Audio Visual Production Supervisor I had the pleasure of leading several projects, including a game called [A Day in the Life](#). Working on these projects I led teams of undergraduates and graduates from uChicago, as well as youth from schools on the South Side to create social impact games.

## Field Museum & Art Works For Change / Game Design Contractor

April 2012 - February 2013, Chicago, IL

At the Field Museum I worked as a Game Designer and Project Lead for the project *Game of Bones*. [Game of Bones](#) is an educational game for youth and families that allows players to experience what being a paleontologist is like by engaging with Museum research, collections and exhibits. I led a team of 7 to create a compelling demo, aimed toward youth aged 9-13. Along with managing the project I also worked as a Game Designer, Writer and Programmer.

At Art Works for Change I worked as a Game Designer and Technical Advisor. The main project I worked on was a game called [BioHarmonious](#), which traveled with the Art Works For Change exhibition *Nature's Toolbox: Biodiversity, Art and Invention*. For this project I also worked as a Lead, Game Designer, Writer and Programmer on a team of 5.

## Education

### Columbia College Chicago / BA in Game Design

August 2008 - May 2012, Chicago, IL

## Teaching & Workshops

### A Day in the Life Research Workshops / Organizer & Facilitator

Summer 2013 at the University of Chicago (middle school - high school students)

### Introduction to Web Design / Organizer & Facilitator

Spring 2013 at the University of Chicago (middle school - high school students)

### Simulation & Serious Games / Teacher's Assistant

Fall 2012 at Columbia College Chicago (college students)

### Games For Change / Teacher's Assistant

Summer 2012 at Columbia College Chicago (high school students)

### 3G Summit: Future of Girls, Gaming & Gender / Mentor & Facilitator

Summer 2012 at Columbia College Chicago (middle school students)