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CAMILLE ATERE-ROBERT

PEOPLE, INTERACTION DESIGN, AND EXPERIMENTAL MEDIA

SOFTWARE

lava C Unity Figma AutoDesk Maya CINEMA 4D Jira Azure DevOps Aha PowerBI **FullStory** Confluence Miro LucidChart Qualtrics Userzoom

SKILLS

User Research

CS Programming

Data Analysis

UX/UI Design Certificate - Pending

Communication

Collaboration

INTERESTS

Creative Computing

CX Curation

Product Development

Ethnography

Adobe Creative Suite

EDUCATION

BACHELOR OF SCIENCE IN COMPUTATIONAL MEDIA | DECEMBER 2020

Georgia Institute of Technology

Threads: People, Experimental Media, and Interaction Design

Major GPA - 3.46

EXPERIENCE

ASSOCIATE PRODUCT MANAGER | JUL 2022 - FEB 2023

CORL Technologies - Incident Response (IR) | Atlanta, GA

This team focused on the development and timely release of a digital online portal to manage, maintain, and execute the assessments and outreaches related to vendor risk management.

- Collaborated with product, development, UX, testing, and delivery teams to ensure on-target high-quality releases of the IR product
- Supported sales, implementation, and customer support efforts for the developing online portal
- Investigated market research on a set of products to ensure competitive threats are addressed within product deliverables
- Managed, aligned, and prioritized the roadmap, backlog of key capabilities, and features for Incident Response

PRODUCT MANAGER I | JAN 2021 - JULY 2022 (INTERNED MAY

2020 - AUGUST 2020)

Asurion - Fraud Journey Team | Nashville, TN

This journey team has multiple digital experiences that are consistently iterated for product development.

- Evaluated current products' user experiences, outlining the points of improvement for the customer experience and determent of moral and organized fraud
- Collaborated with stakeholders to define the problem space, while implementing viable
- Investigated the behavioral science and data behind fraudulent decisions made during device claims to ideate further solutions and planned for how Asurion can better address organized and morally fraudulent customers

BRAND DIRECTOR | AUGUST 2016 - DECEMBER 2019

KOMANSÉ Dance Theater I Atlanta, GA

This dance company also known as KDT utilizes the medium of Black cultural expression to unpack current issues surrounding social activism. The company seeks to create work that speaks to people's experiences and the universal human connection. KOMANSÉ Dance Theater is uncompromising storytelling for the culture.

- Established and maintained the brand, visual design, user experience, and digital marketing media for the dance company to keep a consistent brand to the company's target audience
- Designed and up kept maintenance of the official company website
- Developed Visual Projection Mapping Media for the company's ticketed performances; presented on a surface behind the performers to emphasize the theme of the pieces

VIRTUAL REALITY UNDERGRADUATE RESEARCH ASSISTANT | AUGUST 2017- MAY 2018 Georgia Tech Ivan Allen College of Liberal Arts | Atlanta, Ga

As a VR student assistant, I conducted research on Virtual Reality and how it can integrate with education to eventually develop Georgia Tech's VR Lab. This consisted of studying a weekly set of various topics and techniques to practice regarding game design, 3D modeling, 3D scanning, narrative design, and Georgia Tech historical artifacts

- Investigated game and narrative design to create a final prototype VR program with other research students
- Researched and 3D-scanned Georgia Tech Artifacts to incorporate into final program
- 3D Modeled Objects and created virtual program scenes within Unity to integrate into the final VR