

## INTRODUCTION

I am a design and customer service professional with an educational background in graphic arts, animation, and design. I have worked on several collaborative design and media projects, and more recently have worked as a customer service professional for a durable medical supply company.

## CAREER

### Customer Service Representative - Mar. 2021 - Present

Customer Service work with **Community Surgical Supply**, a now AdaptHealth durable medical equipment provider. My work entails being an on-phone customer service representative along with entering orders. I've handled work following HIPPA and corporate privacy guidelines in handling sensitive patient information along with processing and scheduling orders in a timely manner.

### Customer Service Representative - Sep. 2019 - Mar. 2021

Customer Service work for **Target** in Manahawkin, NJ as an Electronics team expert, I worked and serviced customers in person and over the phone in selling product, along with managing and securing store inventory.

### Contract Graphic Designer/Artist - Aug. 2020 - Feb 2021

Contract design work with **New Jersey Institute of Technology's** Ying Wu College of Computing, designing assets and cataloging the work of an educational game design project, along with creating user-flow storyboards for corporate presentation.

### Freelance Designer/Artist - Jun. 2019

On and off freelance design work on a commission and short-term project basis, varying from illustration work to commercial production and advert design.

## JOB SKILLS

### MICROSOFT SUITE

Word, Excel, Powerpoint, Outlook  
Microsoft Teams

### OFFICE TOOLS

Email, Data Entry, Payment  
Processing

## EDUCATION

### OCEAN COUNTY COLLEGE

Associates Degree in  
Liberal Arts [2013-2015]

## DESIGN SKILLS

### ILLUSTRATION/DESIGN

Photo Editing, Digital Illustration, Graphic Design

### ANIMATION & VIDEO

2D Digital Animation, 3D Modeling, Video Editing

### OTHER SKILLS

Photography

### NEW JERSEY INSTITUTE OF TECHNOLOGY

Hillier College of Architecture and Design [HCAD]  
Bachelor of Arts in Digital Design [2015-2019]  
Magna Cum Laude. Digital Design Program.



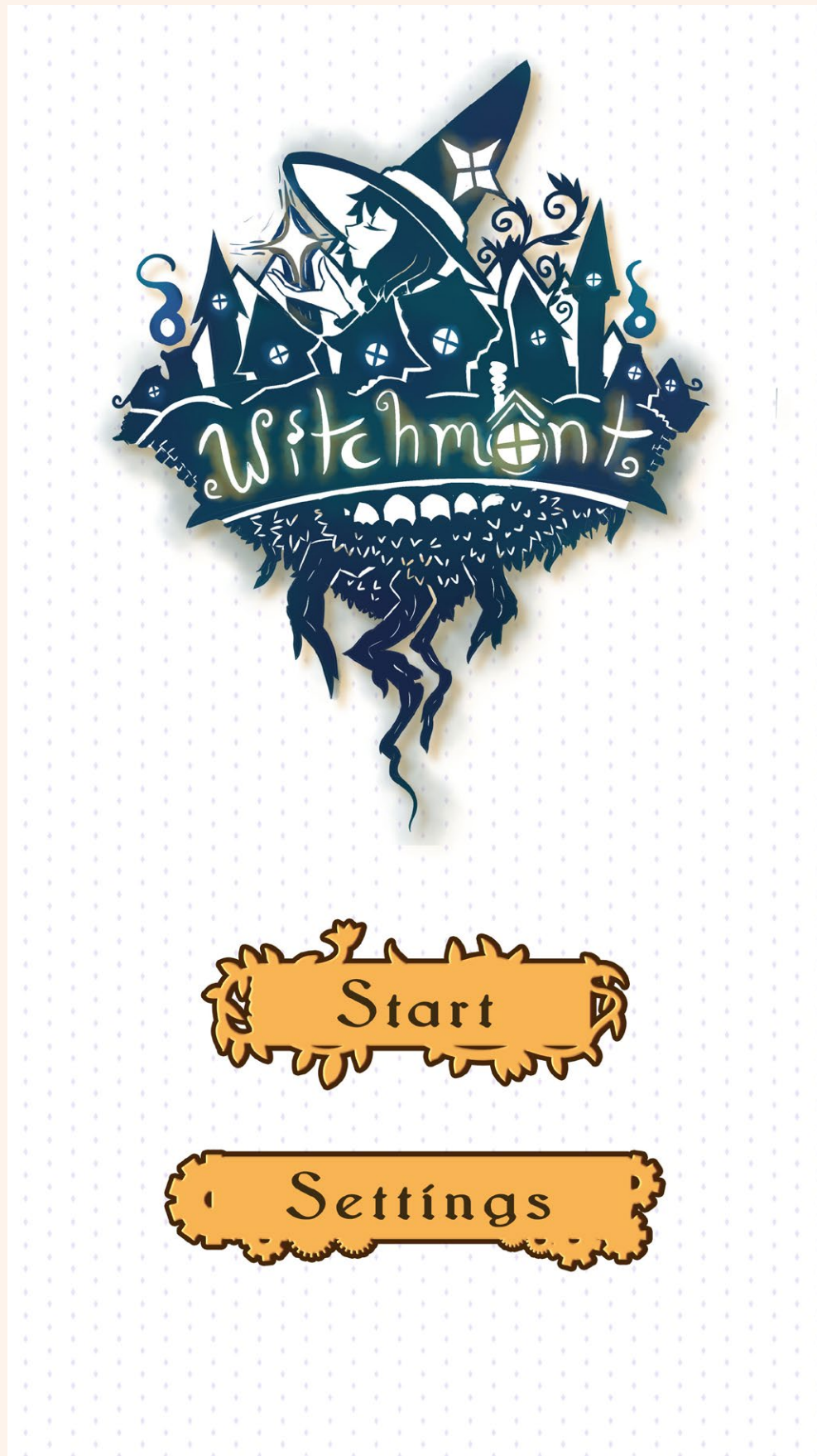
# JERRY BELLONE

## DESIGN PORTFOLIO

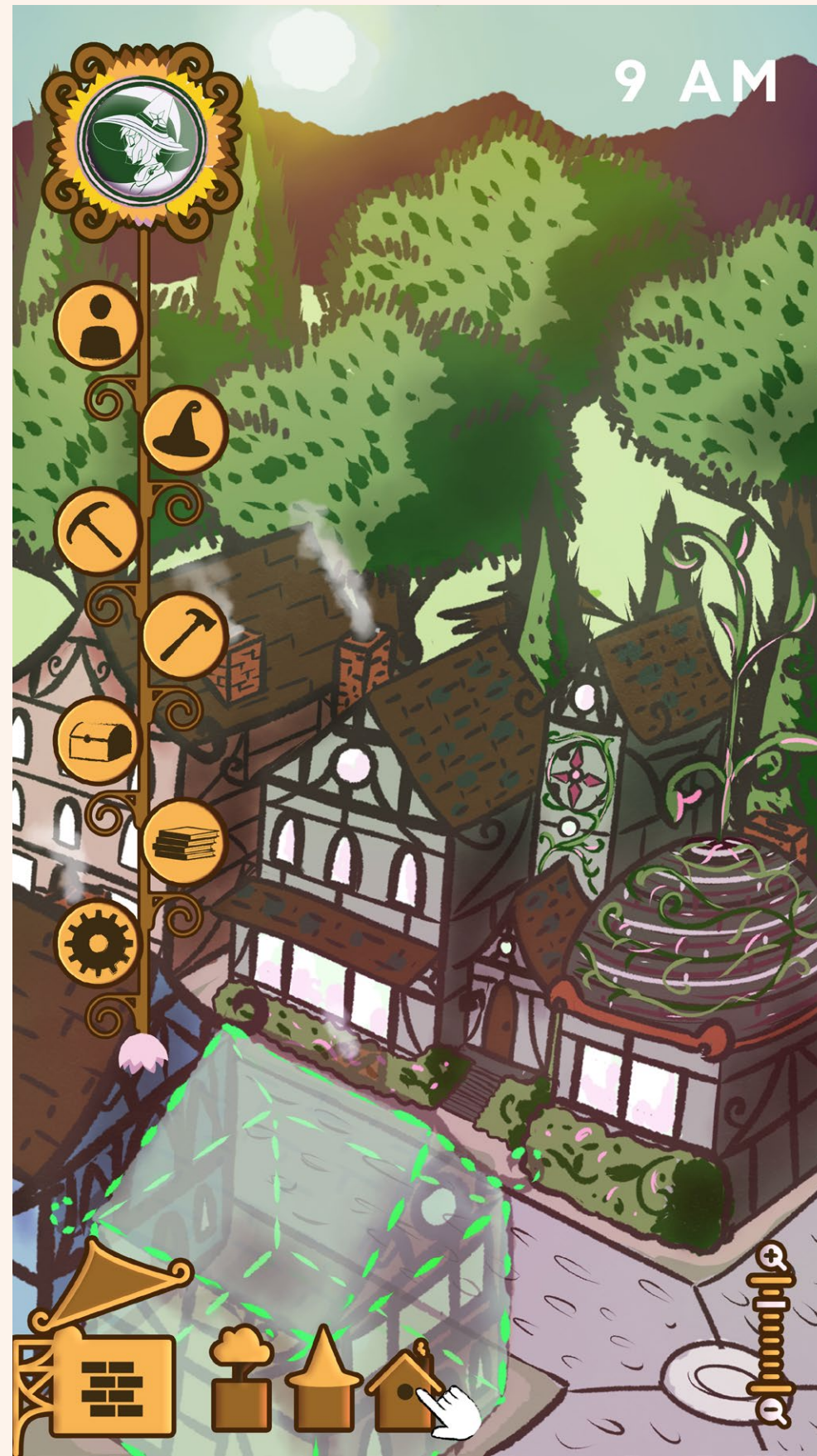
609-661-0955

jerrybellone@gmail.com

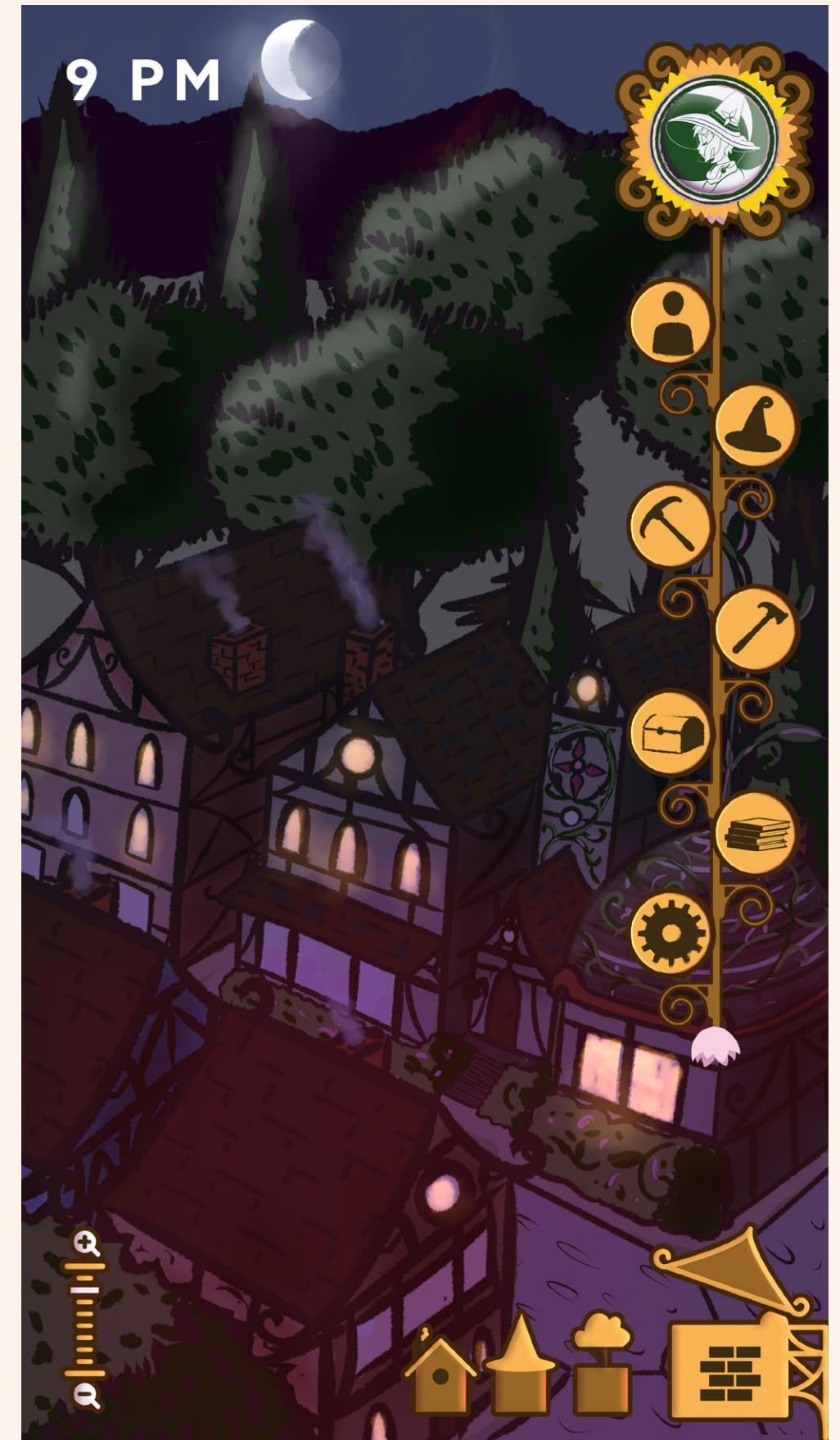




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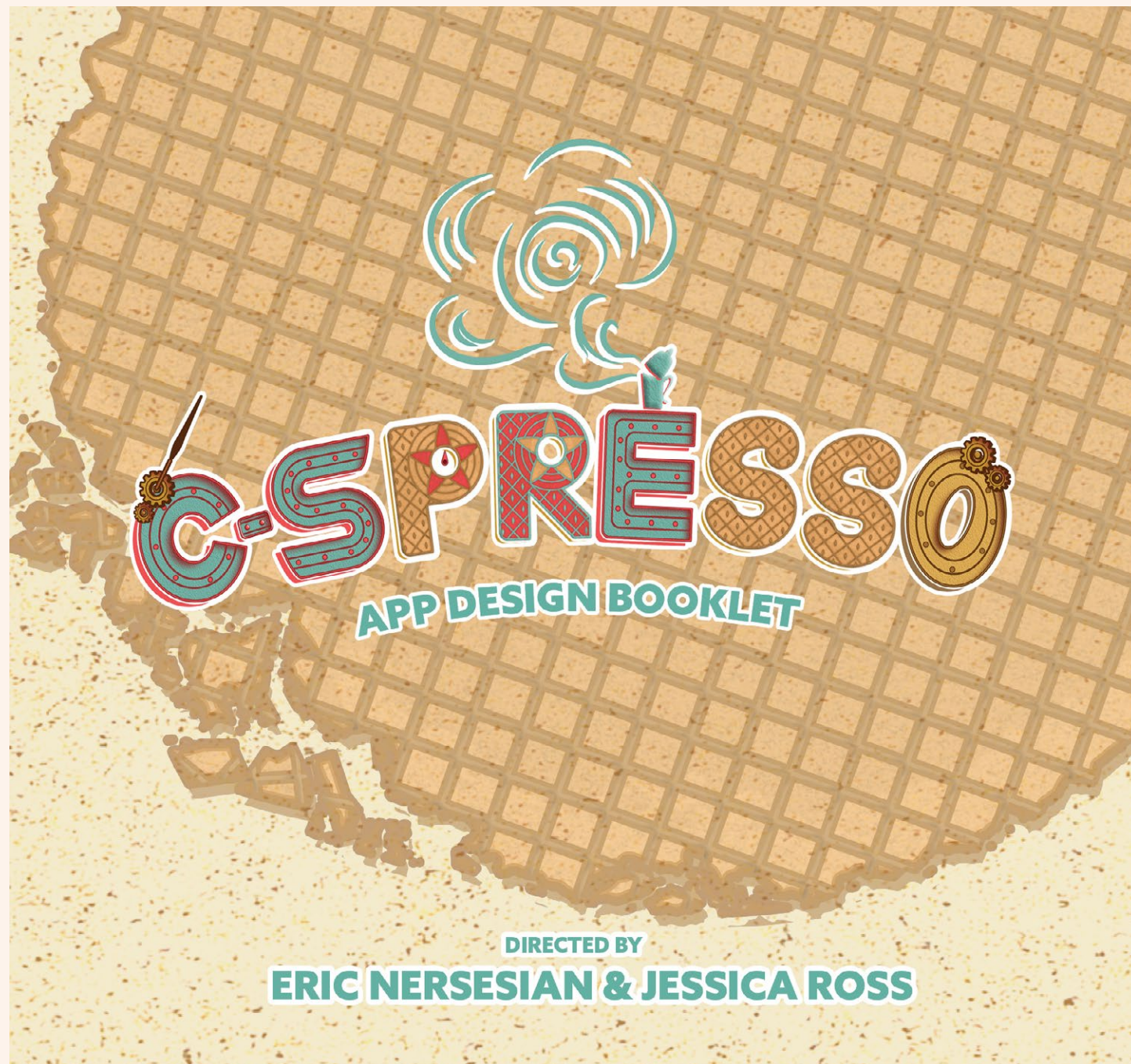


RIGHT-HAND MENU



LEFT-HAND MENU



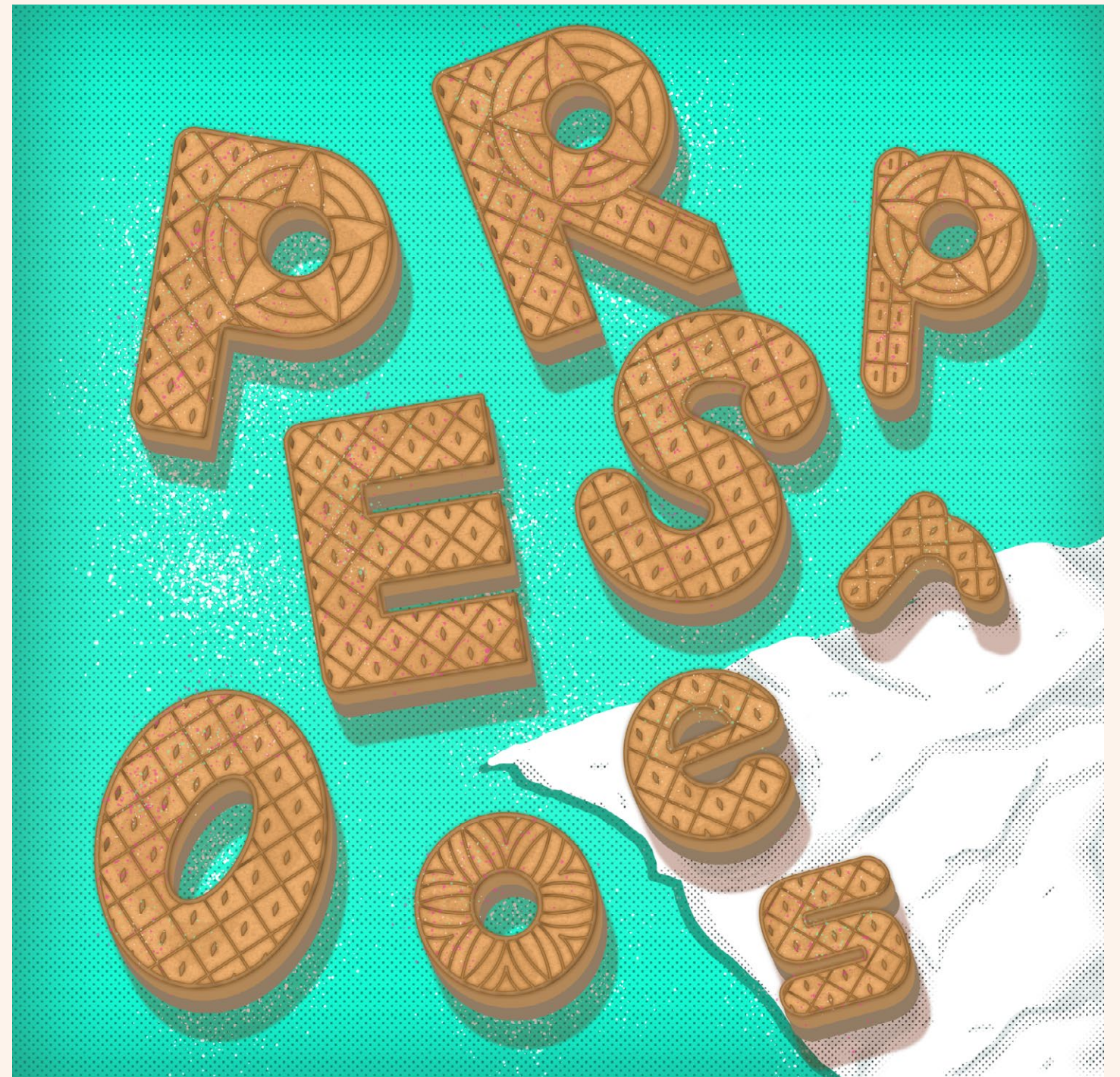


C-Spresso - Book Cover & Logo



C-Spresso - Page Layout & Graphics





**Color Station**

"This is my favorite station! It's where we flavor and color our treats! We're going to look at something more complicated and learn how to use 3 bits to represent colors. In this case, each bit references a primary color. Your eyes see light in red, green, and blue wavelengths. So we can represent a series of 8 different colors by connecting a bit to each primary color—let's try representing different colors by turning on different bits. Remember to check the recipe book to find which color you're trying to make."

C-Spresso - Page Layout & Graphics

**Output Station**

"Great, this is the end of the task! You went through all the stations and helped me fix the system so that our ship can finally head back home! You even learned about binary math and how bits can be used to represent numbers, bits of objects and even colors that your very own eyes can see. Thanks for helping to fix our ship! Appreciated... enjoy your treats from the best factory in the Milky Way!"

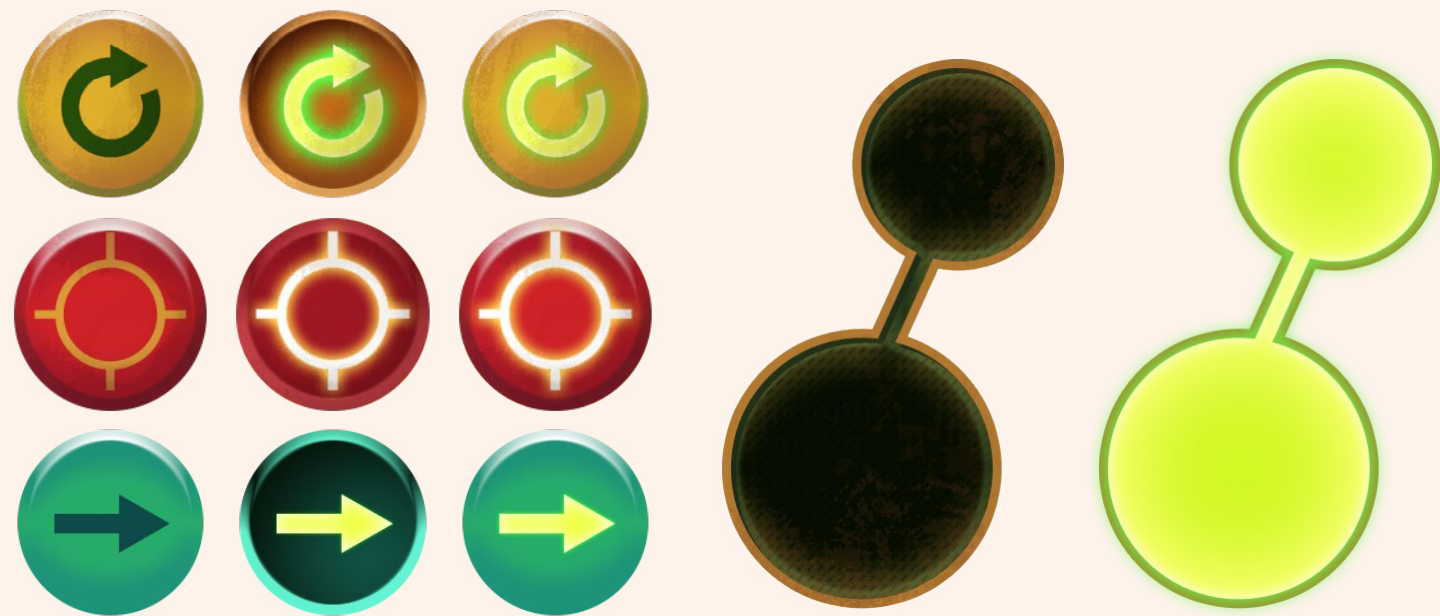
C-Spresso - Page Layout & Graphics



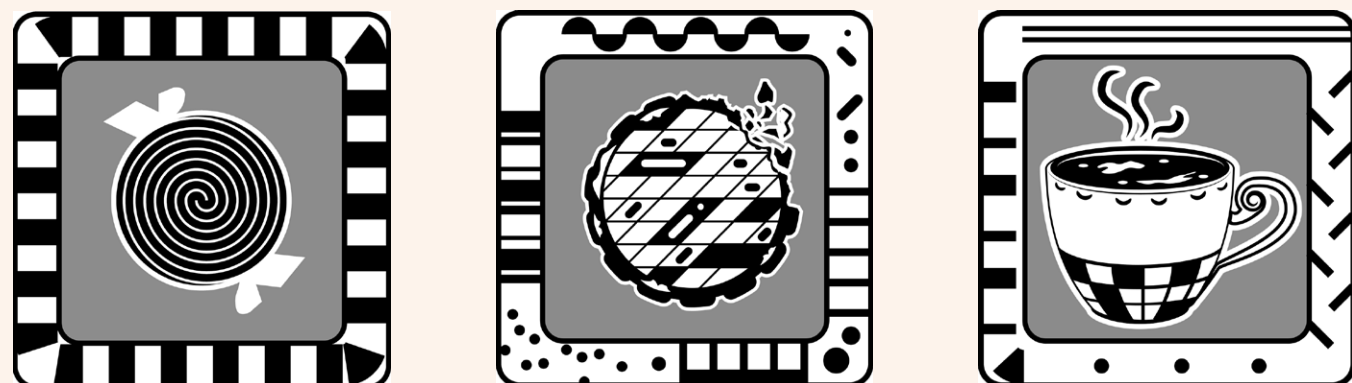


CAMERA  
AR TRACKING AREA

INACTIVE    PRESSED    ACTIVE    INACTIVE UNDERPANEL    ACTIVE UNDERPANEL



MAJOR TRACKERS



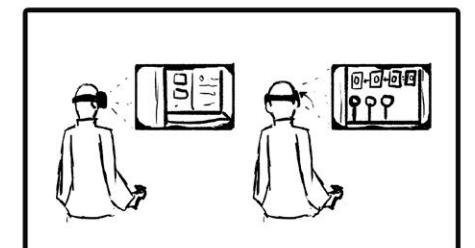
C-Spresso - AR Game User Interface & Trackers



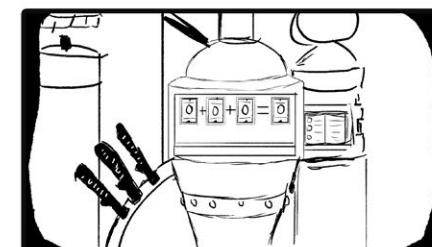
1. Eggy tells user what to make.



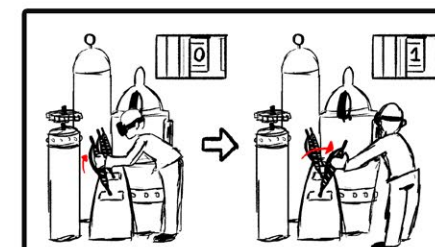
2. Eggy points out the recipe book (on the right side of the interface) that has the ingredients for each # equation.



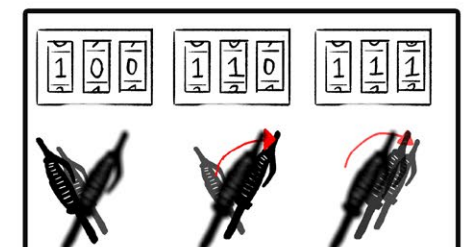
3. Next, user sees the interface on number station.



4. Interface 4 slots, each with a dial inside it, (like a slot machine).



5. User pulls the first lever on the left and notices that the dial moves with the motion of the lever.



6. User goes to the next 2 levers, pulling up or down until desired number shows up on the corresponding dials.



7. User does this process until they see the correct sum appear in the 4th dial (last one to the right).



NUMBER STATION,  
UX - STORYBOARDING SKETCHES.

C-Spresso - Presentation Storyboard

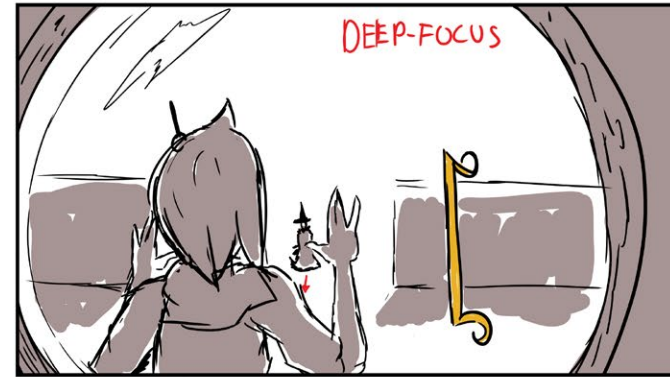


CHARTREUSE

JERRY BELLONE

Pg. 5

Sc: 3 Shots: 6 Pnl: 9 Bgs: DAY

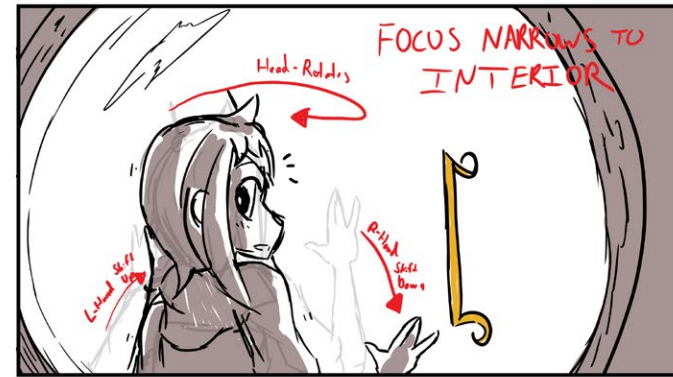


Dialog Olive: Who is that?

Action Olive: Staring out window at Strausse.

Timing & SFX Stationary, Deep Focus narrows to Narrowed Focus. Candle SFX

Sc: 3 Shots: 6 Pnl: 10 Bgs: DAY



Dialog Cantueso (oos): [Shouting] Olive, can you come down and help me for a moment?

Action Olive rotates her body backwards into room.

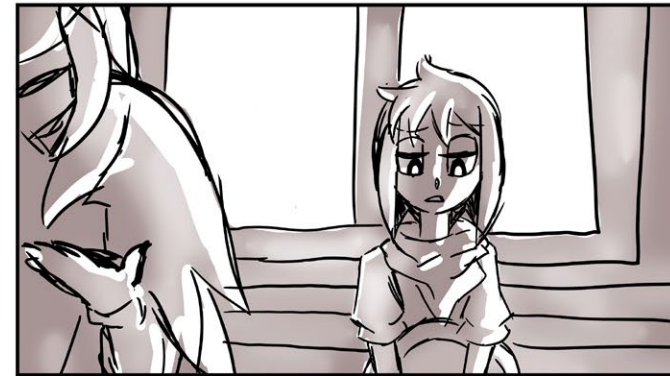
Timing & SFX Stationary, Deep Focus narrows to Narrowed Focus. Bird SFX

CHARTREUSE

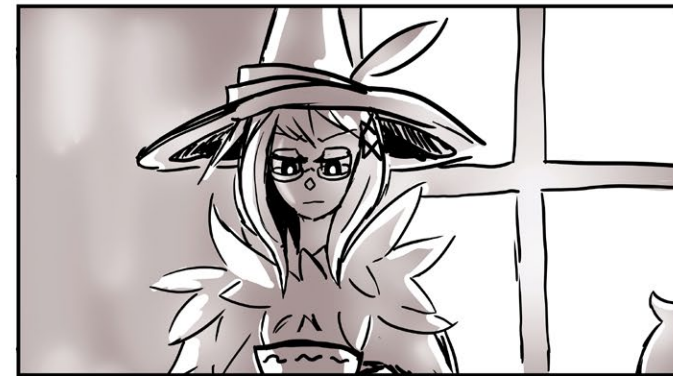
JERRY BELLONE

Pg. 20

Sc: 3 Shots: 18 Pnl: 39 Bgs: DAY



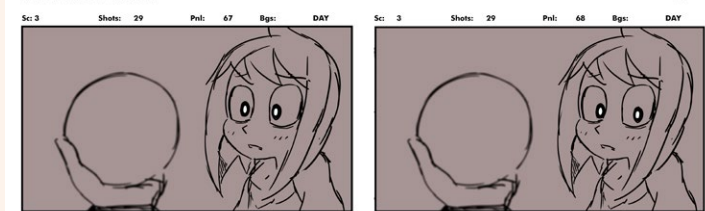
Sc: 3 Shots: 19 Pnl: 40 Bgs: DAY



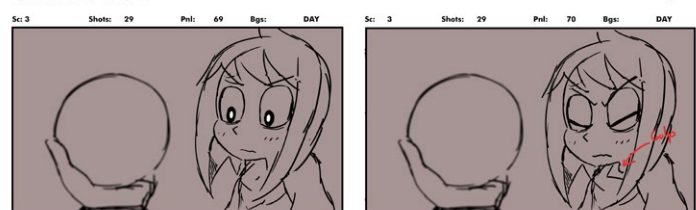
CHARTREUSE JERRY BELLONE Pg. 33



CHARTREUSE JERRY BELLONE Pg. 34



CHARTREUSE JERRY BELLONE Pg. 35



CHARTREUSE JERRY BELLONE Pg. 36



Chartreuse - Storyboard

Original Game Logo



2022 Logo Revisit Concepts



Production Team Logo



UI, Avatar and Health Bar



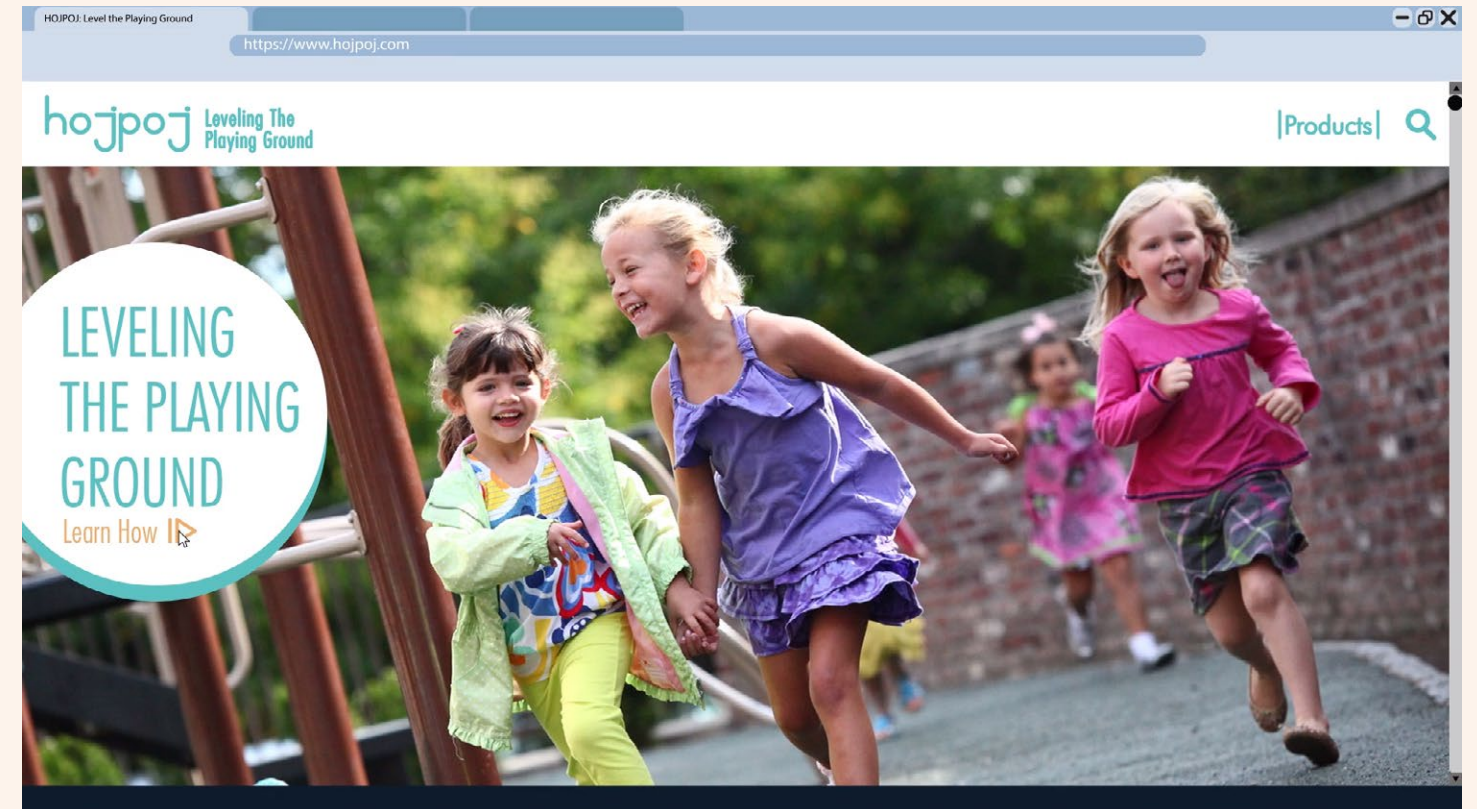
Fungle - UEJAM 2018



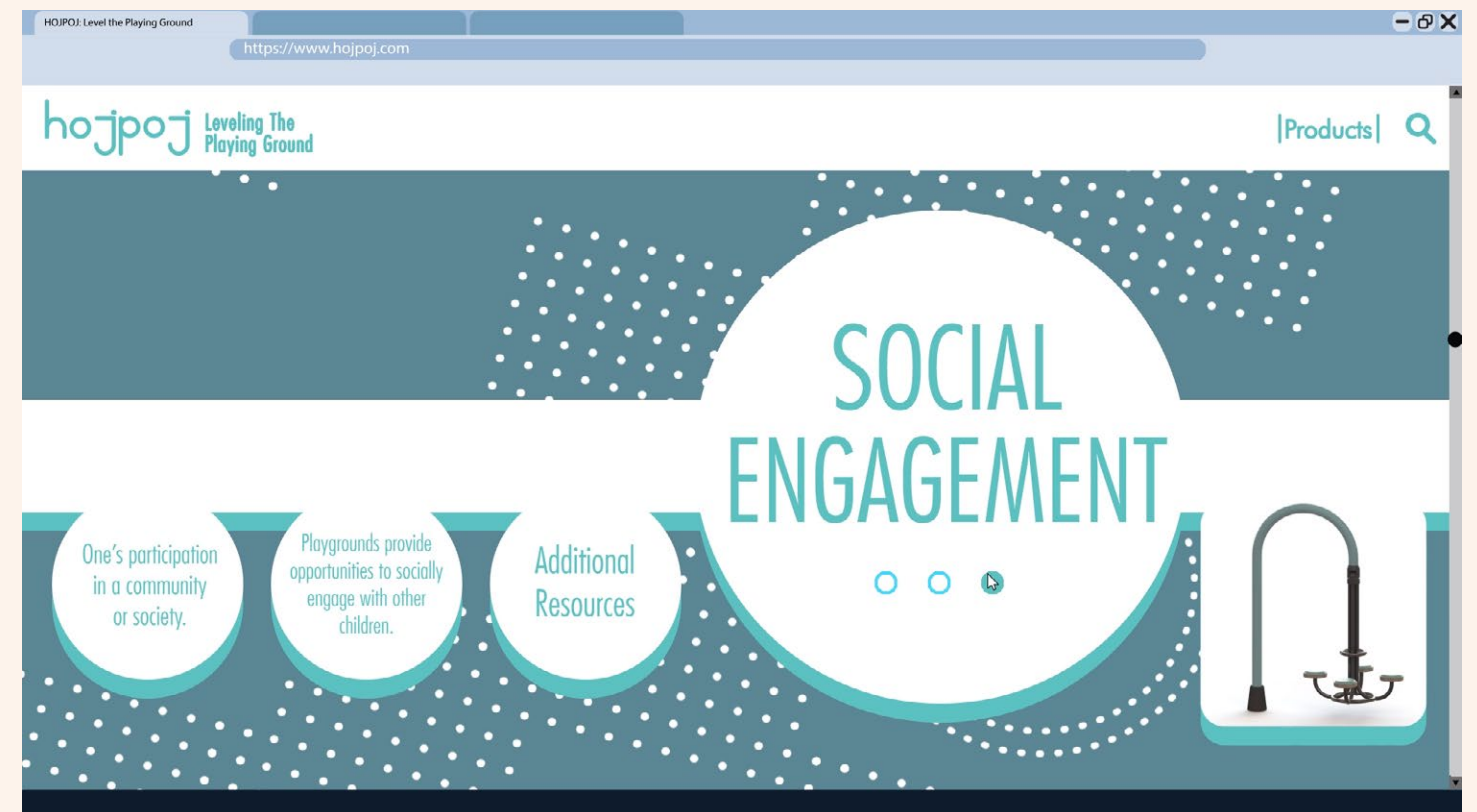


Hojpoj - Logo & Type Design

Webpage Landing



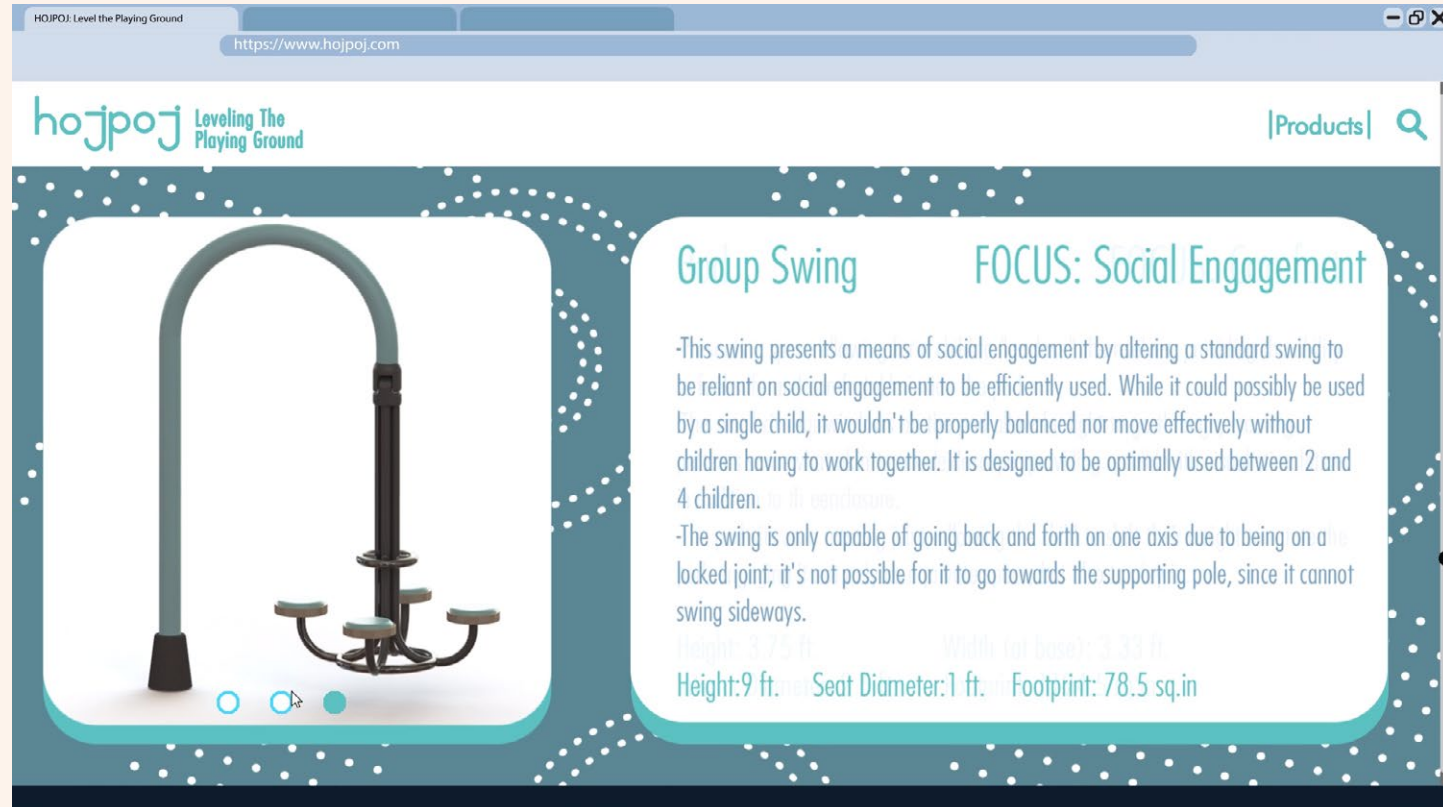
Product Goal



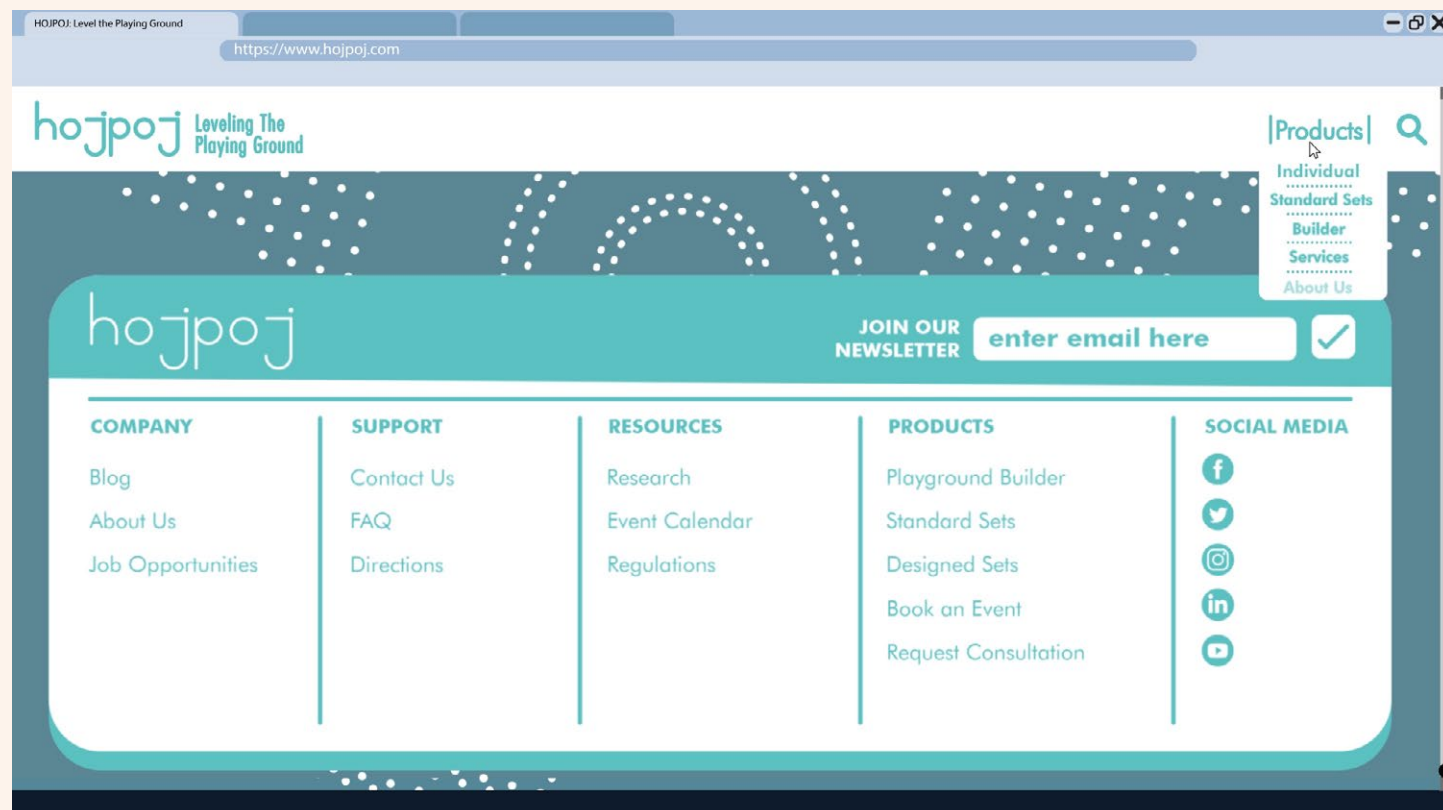
Hojpoj - Website Visualization



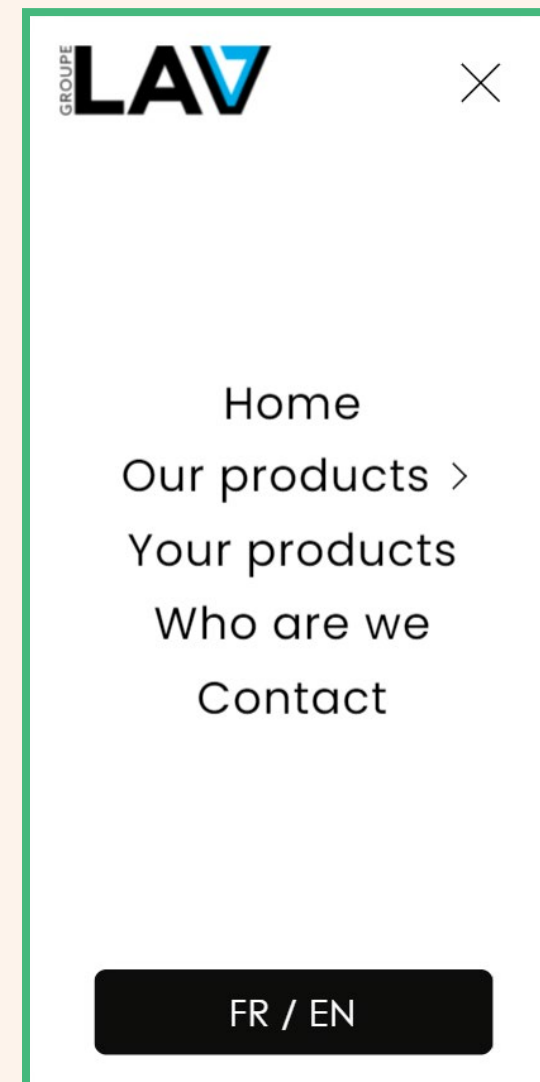
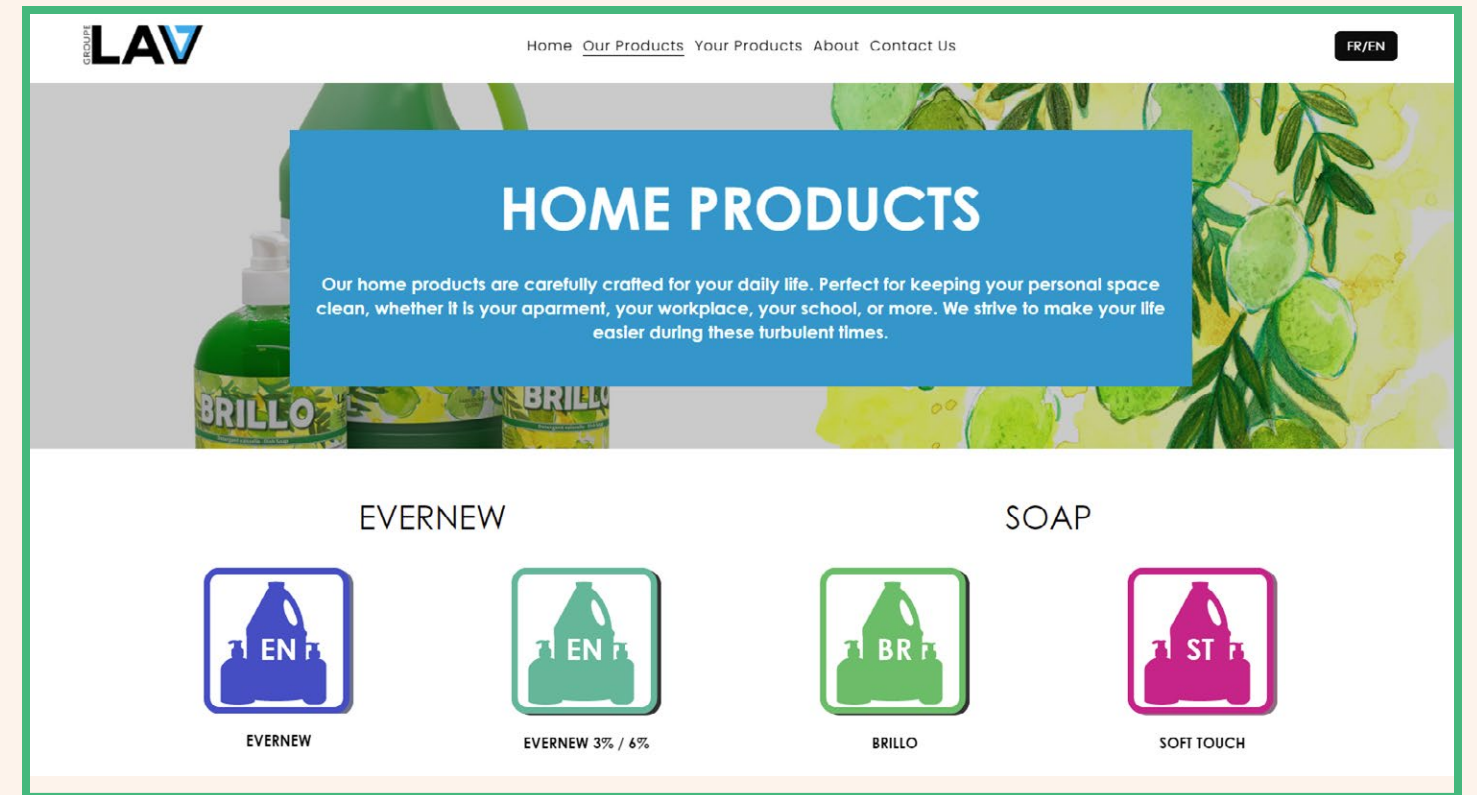
Product Description



Page Footer



Hojpoj - Website Visualization



GroupeLav - Web Design



