

Jordan Wischmann

Senior Visual Designer

wischie.co
jordan@wischie.co
[LinkedIn](#)
320-434-1310

A visionary Senior Visual Designer with a 18-year track record of turning complex ideas into captivating user experiences. A creative leader who led projects from branding for geological engineering apps to shipping two HoloLens apps and creating key marketing art that drove a 225% increase in revenue for Rec Room.

Experience

Rec Room / 2021 – 2025

Led marketing art and key visuals for Rec Room's social, growth, and revenue campaigns, resulting in a 225% increase in revenue in just six months.

Collaborated with cross-functional teams to co-develop and implement constantly changing marketing art pipelines that streamlined production.

Created key visuals for over 160+ marketing campaigns, while also streamlining workflows and optimizing templates to increase team efficiency.

Clirio / 2019 – 2023

Creative direction and visual design for our core XR and mobile app designed to represent digital twin versions of geological engineering data for a variety of projects around the world.

Served as the sole UX/UI designer, creating all mockups and prototypes for the application, ensuring a seamless and intuitive user experience.

Design improved on-site productivity and field work efficiency by providing engineers and project stakeholders with a unique and clear understanding of complex above and below-ground data.

Self Employed / 2017 – 2019

Crafted end-to-end UX and creative solutions for a diverse set of clients in various industries, including healthcare, engineering, and professional photography.

Successfully managed all projects to ensure on-time and on-budget delivery, leading to increased client leads and new project acquisition.

Microsoft / 2013 – 2017

Provided art direction and visual design for more than five HoloLens 'Vision Labs,' creating rapid prototypes and video demos that helped enterprise clients conceptualize and adopt mixed reality solutions.

Shipped two of the first-party HoloLens applications, Roboraid and HoloStudio, through rapid prototyping, pre-visualization, and branding.

Served as a pioneering force in UI/UX for mixed reality, collaborating directly with designers and engineers to build a new type of computing experience before the technology was widely understood or adopted.

Smashing Ideas / 2006 – 2013

Served as a Lead Visual Designer, creating and delivering over 100+ projects including interactive advertising campaigns, flash games, and iOS apps for globally recognized brands.

Qualifications & Skills

Software & Tools:

Adobe Creative Suite (Photoshop, Illustrator, After Effects, Lightroom), Figma, Cinema 4D, Unity, Octane, Blender, DaVinci Resolve

Specialties:

XR, UI Design, Visual Direction, Motion, 3D Modeling, Video Production, Branding

Leadership:

Art Direction, Creative Direction, Story Ideation, Team Mentorship

Languages:

English (Native)
Spanish (Advanced)

Education

Seattle Pacific University

BA Visual Arts

Minneapolis College

Undergraduate