

COLE BONNEMA

Experience Designer - They/Them

CONTACT INFORMATION:

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<https://www.linkedin.com/in/cole-bonnema>

<https://dicemath.neocities.org>

Chicago, IL

SKILLS:

VR / AR / XR / Web Development

Storyboarding and Wireframing

ADDIE / ARCS Framework Design

Rapid Prototyping (Physical & Digital)

QA Testing and Management

C# and Visual Scripting

LMS Implementation

Rapid Tool Upskilling

Client & SME Point of Contact

Excellent Communication Skills

SOFTWARE + TOOLS:

Articulate Rise / 360

Adobe Captivate Classic

New Adobe Captivate

Adobe Creative Suite

Microsoft Suite

Figma

EDUCATION + TRAINING:

Bachelor of Arts in Game Design,

Columbia College Chicago, 2020

Unity Certified Developer

LANGUAGES:

English (Native)

REFERENCES:

[Lauren Nishikawa](#) - Creative Director

[Jill Knight](#) - Senior 3D Designer

[Nicole Loud](#) - Immersive Designer

[Jacob Moss](#) - Senior Engineer

More available upon request.

PROFESSIONAL SUMMARY:

Uniquely skilled designer with experience covering the fields of Instructional Design, Game Design, and Experience Design. Cole is an incredibly motivated, collaborative designer who believes that interactive media is the future of education and training. Across both physical and digital products, Cole has been an essential component in the translation of client needs and desires into tangible experiences above and beyond the expectations of their stakeholders. While not tackling others' challenges, Cole remains an active independent designer, honing their skills on microgames, small simulations, websites, tabletop products, and whatever engages their whimsy.

WORK EXPERIENCE:

Experience Designer

Deloitte Digital, Chicago IL & Arlington VA.

September 2021 - May 2025

- Lead systems design and implementation on 11 boutique interactive projects, collaborating with SMEs and multidisciplinary development teams to execute on each client's unique goals, obstacles, and budget.
- Designed AR & VR skill training applications, AR tabletop activities, and gamified LMS coursework that increased subject matter retention KPIs by up to 175%
- Created 300+ storyboards and wireframes across all projects, cooperatively iterating to make solid foundations for future development.
- Created and maintained team-facing and user-facing project documentation for 5 different projects throughout all stages of development and delivery.
- Developed and presented technology demos for prospective clients that directly led to 3 new full-contract billable projects.
- Carried designs from discovery and ideation phases through final delivery on development timelines as long as 14 months and as short as 2 months.
- Collaborated with 7 U.S. government and public service clients primarily in the Department of Defense and civil sector, including the Post Office, NSA, NGA, CIA, and others (further unclassified details available upon request).

Freelance Designer

Chicago, IL

2019 - Present

- Currently creating bespoke interactive experiences for small clients and personal passion with a focus on tabletop games and digital microgames.
- Co-wrote and designed 3 premium Chicago-local Live Action Roleplaying events
- Published a top 11% best-selling Dungeons and Dragons adventure, "The Mourning Outpost of Cyre," within the Eberron setting created by Keith Baker.