

OBJECTIVE

To obtain a position as a User Experience Lead at an innovative technology company

EXPERIENCE

Business Strategist / Information Architect

Freelance. 2009 - Present

- Led six teams to create a dynamic banner system for a large automotive client
- Created User Experience Design for Bookzee, Popular Choice Award 2nd place, NYC BigApps open data competition
- Client list includes TBWA\Chiat\Day LA, Google, Onit Digital, and Microsoft

User Experience Lead / Information Architect

Massify. 2008 - 2009

- Defined user experience for a social network connecting over 45,000 film professionals
- Collaborated with CEO, CTO, and President to develop product strategy
- Created all IA collateral including Wireframes, Flows, Interviews, Use Cases, Spec Writing, and Functional Prototypes

Senior Laser Cutter / Rapid Prototyping Technician

Advanced Media Studio NYU. 2007- 2008

- Operated and maintained a laser cutter and 3D printer producing prompt high-quality output
- Created personalized step-by-step instructions for 100+ clients per semester for laser cutter and 3D printer
- Worked 25 - 36 hours/week concurrent to graduate coursework
- Authored an "ITP DriveBy" an hour-long tutorial presentation for 30+ students illustrating creative uses of the laser cutter

User Experience Designer / Book Designer

Designing Sound for Animation, Focal Press. 2004 - 2005

- Enabled textbook launch at SIGGRAPH 2005 conference after spearheading project two-months behind schedule
- Empowered production to continue by maintaining three backups in separate locations when client's hard drive failed
- Illustrated over 50 technical drawings, process flows, schematics, and concept maps for a sound textbook

Technical Director / Production Coordinator

My Creative Waves. 2004 - 2006

- Coordinated film production teams to facilitate multi-camera set-ups with live switching, projection, and redundant recording
- Troubleshoot audio and video systems by consistently anticipating errors from defective rental equipment

RELEVANT SKILLS

User Experience:

Visual & Functional UI Development, User Centered Design, Information Architecture, Interaction Design, Concept Modeling, Wireframing, Schematics, Task Analysis, Flows, Functional Prototyping, Requirements Documents, Functional Specifications, Interviews, Whiteboarding, Taxonomies

Design:

Visual Design, 3D Modeling & Animation, Sound Design, Video Editing and Post Production, Print Design, Laser Cutting, 3D Printing, Fabrication, Physical Computing

Software:

Photoshop, Illustrator, InDesign, After Effects, Flash, Dreamweaver, Axure, Visio, Coda, Omnigraffle, Final Cut Pro, Max/MSP & Jitter, Processing, Arduino, Maya, Rhino, Solidworks, Z-Print, Pro Tools

EDUCATION

MPS: Interactive Telecommunications GPA 3.94
ITP/ New York University New York, NY. 2008

BFA: Motion Graphics GPA 3.61 | **BFA: Sound Design** GPA 3.61
Savannah College of Art and Design Savannah, GA. 2005