

EDUCATION

2009 – 2011, Seattle, WA

Master of Design in Interaction Design

University of Washington

2001 – 2005, Columbus, OH

Bachelor of Science in Visual Communication Design

The Ohio State University

PROFESSIONAL EXPERIENCE

2011 – Present, Bellevue, WA

UX Designer, BING Application Experience Team, Microsoft

Designing a core set of applications for future tablet devices running Windows 8.

2010 – 2011, Seattle, WA

Research Assistant, University of Washington School of Art

Developed new interaction design concepts for the future commercial flight deck.

Lead research initiatives and developed design concepts for improving information management in the high stakes work environment. Worked in collaboration with the Boeing Flight Deck Concept Center.

2010, Seattle, WA

Research Assistant, Intel Labs Seattle

Worked on a team developing OASIS (Object-Aware Situated Interactive System), exploring improved understanding of object-aware interactive systems in hybrid physical-virtual environments. Contributions included storyboarding, concept development, interaction design, prototyping, and video production.

2005 – 2009, Cambridge, MA

Multimedia & Graphic Designer, Kroner Design, Inc.

Worked on a variety of design projects for clients ranging from small local business to global corporations. Contributions include design concept development, project management, design production and client relation management. Projects include identity design, print, ux design, motion graphics, and branding.

TEACHING EXPERIENCE

2011, Seattle, WA

Instructor, University of Washington School of Art

Introducing students to the challenges of designing interactive systems. Tasks include developing course materials, giving lectures, creating and assigning student projects, and leading critique sessions.

2010, Seattle, WA

Teaching Assistant, University of Washington School of Art

Lead course sections and critique sessions, graded student projects, and conducted lectures on interaction design and motion typography.

SKILLS

My experience lies in design research, concept ideation, storyboarding, prototyping, and design production. I am a driven creative professional with a love for emerging digital media, and designing interactions that create novel ways of doing things—engaging people in activities that change the way they live.

I know and understand Illustrator, Photoshop, After Effects, Premiere, Final Cut Pro, Flash, InDesign, Processing, HTML, CSS, Javascript, and Action Script 3.

ACCOLADES & EXHIBITIONS

2011, Seattle, WA

MDes Thesis Exhibition

University of Washington

2011, Seattle, WA

Parnassus Teaching With Excellence Award

University of Washington

2011, Las Vegas, NV

Presentation of OASIS

Consumer Electronics Show

2005, Columbus, OH

Best In Show Award, Senior Design Exhibition

The Ohio State University

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