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Portfolio available upon request

Objective

To obtain a UX Leadership position with an emphasis on collaboration with business, brand and technology leaders to design new products.

Experience

Lead UX Designer, Microsoft (Robotics & Incubation)

2/2010 – Present

- Driving personality and character design for Microsoft Robotics projects.
- Engaging 3rd party vendors to help drive brand design.
- Leading UI designers, animators, and graphic designers in the creation of interfaces for Robotics applications.
- Designing process and leading development of tools for unique asset creation.

Other Incubation

- Directed technical and interactive aspects of a new media video shoot.
- Invented processes to inexpensively capture and display immersive 3d scenes using Kinect.
- Led 3-4 developers in the creation of mobile exercise-related games and UI in Silverlight for Windows Phone.
- Engaged Texas Instruments and ANT+ Alliance to collaborate on technology

Lead UX Designer, Microsoft (KIN)

4/2008 – 2/2010

- Communicated design intent and direction to major internal and external partners including Myspace and Facebook.
- Led 4 UX designers in the creation of UI for multiple core features of the KIN mobile device.
- Led 2 prototypers in the creation of usability prototypes.
- Managed animation implementation across multiple teams (design, PM and engineering).
- Created new processes and tools for UI/animation production work which are now being used by designers and developers across XBOX and Windows Phone.
- Designed a UI mapping/versioning/tracking tool that is currently a major part of the Windows Phone UI creation process.
- Created animations and UI using Illustrator, After Effects, Photoshop, Fireworks, Flash, Silverlight, and Visual Studio.

- Created high-fidelity usability prototypes in WPF, Silverlight and Flash using C#, XAML, Actionscript 3.0 and Javascript.

Toy Inventor, *Self-employed*

10/2007 – 12/2009

- Invented, designed and prototyped an electronic toy that has been ranked as Amazon's #1 bestselling toy (UCreate Games & Artimation by Mattel).
- Collaborated with CEO, VP Product Design, and Project Managers at Rudell Design to market toy to Radica/Fisher-Price/Mattel.

Lead Designer, *Phil Vischer Enterprises*

7/2006 – 4/2008

- Managed third party vendors and freelance agents for 3d-animated TV series, Veggie Tales, that was broadcast on NBC.
- Collaborated with production engineers at NBC to meet broadcast standards.
- Designed, modeled, shaded, rendered 3D sets for VeggieTales TV Series using Photoshop, and Maya 3D.
- Directed photography, shoot orchestration, and on-location visual effects for live JellyTelly segments.
- Managed new hires and trained them in animation and compositing to meet project deliverables for upcoming children’s show.
- Designed and created websites for JellyTelly Video Server and Jellyfish Labs using Illustrator, Photoshop, HTML, CSS, Flash Actionscript and Joomla CMS.
- Invented motion capture devices and techniques to streamline animation process.
- Designed and created 3d environments for JellyTelly using Photoshop, Illustrator, Maya and Shake.
- Animated motion graphics for JellyTelly interstitials.

Skills & Software Proficiency

Adobe Illustrator	Photoshop
After Effects	AutoDesk Maya
Shake	MS Office
C#	XAML + Silverlight
Javascript	C
C++	Actionscript 3.0
Flash	Product Studio
HTML 5	CSS

Education

Bachelor of Arts, Art
 Minor in Physics
 Wheaton College
 May, 2006