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Summary of Qualifications:

Human Computer Interaction and related fields of Interaction Design, Information Architecture, Human Factors, Experience Design, Usability, Interface Design. Multimedia development professional with a variety of skills including graphic design, illustration, 3-D graphics, animation, and user interface/navigation design. Dedicated and self-motivated with the ability to manage various projects simultaneously while consistently meeting deadlines.

Technical Skills:

Adobe Suite (Photoshop, Flash, Dreamweaver, Fireworks, Illustrator), 3D Studio Max, Office Suite (Visio). Experience with iRise and Axure visualization software. Programming knowledge of HTML, JavaScript, and Action Script.

Professional Experience:

User Experience Engineer

4/2009 – Present - Rochester, New York

Create enterprise websites and web applications using user-centered design methodologies that result in high customer satisfaction. Work with stakeholders to understand their business models and goals and help define strategy, content, and features for overall design. Analyze audience and their needs to define site architecture and navigation. Develop wire-frames, low and high-fidelity prototypes and then conduct usability tests with end users. Create workflow models, visual specification documents and other artifacts that are co-developed with Business Analysts and developers.

Art Director

6/2007 – 4/2009 - Rochester, New York

Performed lead role in the design and production of web applications, web design, multimedia and print? Involved in all stages of project lifecycle to produce creative high end media projects for clients. Performed heuristic evaluations on existing projects and projects created by other designers. Created wireframe mockups to design and develop low and high fidelity prototypes using Adobe Flash. Managed both time-sensitive and large dollar projects for internal and external clients. Trained, supervised and provided art direction for junior designers. Diverse experience in visual design, creating look and feel for training programs and support materials to a high-end result for clients such as IBM, CISCO, Xerox, McKinsey and Company, Hardees/Carl's Jr., and Toyota.

Graphic Designer/Senior Graphic Designer

1/2000 – 6/2007 Element K (formerly Ziff Davis Education) – Rochester, New York

Illustrator

11/1997 - 1/2000 Safe Passage International - Rochester, New York

Assistant Animator

1996 - 1997 Animatus Studio - Rochester, New York

Education:

Rochester Institute of Technology, Golisano College of Computing and Information Science - Rochester, New York
M.S. – Human Computer Interaction (HCI)
Thesis Title: Developing a taxonomy for office email: A Case Study

Rochester Institute of Technology, Golisano College of Computing and Information Science - Rochester, New York
Advanced Certificate: Interactive Multimedia Development

Rochester Institute of Technology, School of Art and Design - Rochester, New York
Bachelor of Fine Arts Major: Illustration

Columbus College of Art and Design - Columbus, Ohio
Major: Illustration