

**EXPERIENCE**

**Apple Computer**

*Senior Human Interface Designer (Summer 2005 – current)*

Conceptual, interaction, and visual design for Apple's suite of Professional Applications, including Final Cut Pro, DVD Studio Pro, and Motion

**eBay Inc.**

*Senior UI Designer (Spring 2004 – Summer 2005)*

- Primary designer for My eBay, responsible for conceptual and interaction design of new features and upgrades to My eBay and many other areas of the eBay site
- Collaborate closely with product managers, visual designers, user experience researchers, content (site text) writers, and developers

**Yahoo! Inc.**

*Interaction Designer (Summer 2002 – Spring 2004)*

- Senior designer for consumer version of Yahoo! Messenger and related products; responsible for generation, development, and implementation of designs for new features and product improvements
- Collaborated with user research, visual design, engineering, marketing, and executive management throughout all stages and at all levels of development process
- Utilized concept maps, interaction flow diagrams, schematic illustrations, visual mockups, prototypes, and written specifications to communicate design concepts and solutions
- Lead designer for high-visibility project with major international corporate partner

**Cooper**

*Principal Design Consultant (Winter 1997 - Summer 2002)*

- Designed product interfaces for a variety of platforms including desktop, web, handheld devices, telematics, and client-server systems
- Worked with Fortune 500, start-up, and mid-size clients in high-tech, consumer, and industrial markets
- Collaborated closely with teammates to generate and develop designs from high conceptual level to low implementation level, using pioneering persona- and scenario-based research and design methodology
- Ultimately responsible for creating deliverables that told the story of the finished design through detailed writing and illustration

*Supervising Designer (Fall 2000 - Spring 2001)*

- Managed multiple design teams and helped ensure the designs produced met internal quality standards and client needs
- Responsible for training and development of design and collaborative working skills of staff designers

**PUBLICATIONS** (see designjerk.com for links)

- "Six tips for improving your design documents" (Boxes And Arrows, May 2003)
- "Making your design real: The Form & Behavior Specification" (Cooper Newsletter, January 2003)
- "Bridging the gap with requirements definition" (Cooper Newsletter, July 2002)
- *About Face 2.0* and *The Inmates Are Running the Asylum* by Alan Cooper – contributor

**EDUCATION**

Bachelor of Fine Arts in Industrial Design, 1997  
Carnegie Mellon University

**SKILLS**

- Product and interface architecture and design specification
- Qualitative, ethnographic research and persona creation
- Scenario-based interface development
- Wireframe and flow diagram generation
- Sketching, conceptualization drawing, rendering
- Client coordination, project management
- Technical, descriptive, and narrative writing
- Document layout and production, graphic design
- Adobe Illustrator, Photoshop, FrameMaker; Microsoft Office; HTML, CSS, remedial JavaScript; Windows and Macintosh

**ACTIVITIES & INTERESTS**

- Editor, copyeditor - Boxes And Arrows (information architecture web magazine)
- Guitar and bass, etymology and language, hiking, *Futurama*, space and science, film and animation