

EXPERIENCE	<p>Fall 2007-Present Senior Interaction/Interface Designer, LUNAR Led multidisciplinary design teams for vision and ready-for-market products spanning hardware to software, creating usable, desirable designs, managing projects and providing mentorship to other designers</p> <p>Fall 2006-2007 Interaction Designer, Punchcut Produced strategic mobile interface design solutions for some of the nation's top mobile carriers, equipment manufacturers, and entertainment providers; activities include visual and interaction design, design research and scenario writing</p> <p>July-Sept 2006 Visual Design Lead, Silicon Valley Metro (contract) Art direction, including graphics and logos for print calendaring and map system for Silicon Valley Metro in conjunction with O1SJ, a multi-disciplinary cultural event that transforms downtown San Jose into a showcase of world renowned artists</p> <p>June 2004-2006 Product Designer II, Microsoft Led design efforts and produced visual and interaction design in close relationship to usability; performed product design roles ranging from strategic design to detailed specing culminating in several launched products</p> <p>Summer 2004 Interface Designer, Microsoft Research Initiated and developed a prototype application for the Social Computing Group within Microsoft's R&D group. The area of focus was realtime group photo-sharing at social events</p> <p>Spring 2003 Exhibition Designer, moey inc. Planned physical installations in public and private spaces. Moey inc. is a startup environmental design firm that uses computers, microprocessors, and interior design elements to create interactive public experiences</p> <p>Fall 2003 User Interface Designer, Martin/Baxi Architects Produced screen-based design for the architecture firm M/BA. Prototyped layouts for international clients of M/BA's interactive media extension ImageMachine for clients ranging from government to publishing</p> <p>Fall 2002 Web Designer, Bronfman Center, New York University Designed new website and implemented strategies for facilitating the non-profit organization's interaction with the community through technology. Database administration and scripting, graphic design and writing.</p>
ACHIEVEMENTS	<p>2010 SXSW Acceptance: Solo presentation, touchless interfaces</p> <p>2009 Speaker: Microsoft World Usability Day "Emotional Design"</p> <p>2008 Honorable Mention: Seoul Design Olympiad</p> <p>2007 Speaker: UXTV: SoftRemote presentation</p> <p>2007 Speaker: EuroITV: SoftRemote presentation</p> <p>2005 Speaker CHI Montreal: Designing the integrated home</p> <p>2005 AIGA SF co-founder of new business outreach group</p> <p>2003 Graduate Student Organization grantee for Interdisciplinary Work in the Arts</p> <p>2003 Tisch School of the Arts, academic scholarship recipient</p> <p>2002 Violet Speddy Art & Design scholarship recipient</p> <p>2001 Rhizome artBase selection, New York, NY</p> <p>2001 Fang Kuai New Media Achievement Award</p> <p>2001 Dean's Scholar, San Jose State University</p> <p>2001 Golden Key Honor Society invitee</p> <p>2001 Phi Kappa Phi Honor Society invitee</p>
SKILLS	<p>2D/3D Design - Photoshop, Illustrator, Fireworks, Flash, Cinema4D, InDesign, OmniGraffle</p> <p>Audio & Video - Final Cut Studio, AfterEffects, music composition & digital recording</p> <p>Management & Planning - Microsoft Project, Basecamp, PowerPoint, Microsoft Office</p> <p>Prototyping - Hardware mock-ups, basic electronics, Arduino programming, user research</p> <p>Languages Proficient in Hebrew and Spanish</p>
EDUCATION	<p>2006 Academy of Art University Post-graduate coursework</p> <p>MPS 2004 Tisch School of the Arts New York University, Interactive Telecommunications Program (ITP)</p> <p>BFA 2002 San Jose State University School of Art & Design, majored in Digital Media Arts, Cum Laude</p> <p>1998 University of Pennsylvania emphasis in Cognitive Psychology</p>