

EXPERIENCE

LUNAR

Director, Interaction Design
10/06 to present

- Established Interaction Design practice and business (\$2M revenue/year)
- Creative direction and design for lifestyle, medical and enterprise products
- Management and mentorship of design staff
- Business development and thought leadership in the design community

frog design

Senior Design Analyst
09/04 to 09/06

- Exploratory design research
- Concepting and design for embedded UIs and software products
- Concept validation and usability testing

Digitas

Lead Interaction Designer
09/03 to 09/04

- Interaction design for web and desktop applications
- Exploratory user research and usability testing
- Business development

Self-Employed

Interaction Designer
05/02 to 09/03

- Exploratory design research
- Interaction design of web and desktop applications
- Concept validation and usability testing

Cooper

Senior Designer
06/00 to 05/02

- Exploratory design research
- Concepting and design for web and desktop applications
- Development of CooperU design methodology curriculum

Organic, Inc.

Assoc. Director Project Management
03/98 to 06/00

- Management of large-scale application development
- Business development for new and existing clients
- Management, hiring, and training of project management staff
- Management of program budgets and large project teams

Ikonic, Inc.

Project Manager, Producer
12/95 to 03/98

- Project management of website development projects
- Management, hiring, and training of creative staff
- Proposal development for new and existing opportunities

Various

Writer & Journalist
06/92 to 12/95

- Instructional design and script writing
- Video and graphic production for multimedia CD-ROM products
- Research and writing for radio & print news

EDUCATION

Harvard University, Bachelor of Arts in
History and Literature, cum laude

SELECTED CLIENTS

Intel, HP, Bosch, Johnson & Johnson, Oracle,
Pelco, Microsoft, Starbucks, Virgin Records

Portfolio and References available on request

SPEAKING & WRITING

May '10 Catalyst Strategic Design Review:
Motivating Wellbeing
IxDA '10: The Importance of Facial Features
IDSA '09: Let's Get Physical
CHIFOO '09: Collaboration and Space
Sept '08 Interactions Magazine: Let's Get
Physical
IxDA '08: Concepting for IxD

SKILLS & MORE

Storyboarding & Concepting
Wireframing
Creative Direction
Research Facilitation/Moderation
Experienced Public Speaker
Active in the Design Community