



I **design** compelling experiences.
I **explore** through prototyping.
I **create** with constraint.

John Wayne

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Work Experience

Idean

LEAD INTERACTION DESIGNER | SAN FRANCISCO, CA | MAR '15 - JULY '16

At Idean I've lead multiple teams on multiple projects and enjoyed directing Interaction Design interns over the summer. I lead the interface design for a new consumer product for a large action camera company, working for over a year to bring the product to market. Lately I've lead the design for a multi-user, any size, multi-input, software which helps teams work together better both remotely and colocated.

Stimulant

INTERACTION DESIGNER | SAN FRANCISCO, CA | OCT '12 - FEB '14

I designed the MOHAI Launchpad for the Bezos Center for Innovation, the digital experiences for the Reunion Tower in Dallas, Tx, the Intel Ultrabook Exhibit in the Intel Museum, a creative drawing application for large tablets for Samsung's PIT group, and more. I designed for uncommon computing through collaboration, experimentation, prototyping, and iteration with clients, engineers, and product teams.

Punchcut

INTERACTION DESIGNER | SAN FRANCISCO, CA | MAY '11 - OCT '12

At Punchcut I designed a watch-battery powered smart-watch, music streaming apps, communication apps, and e-commerce apps for Fortune 500 companies, corporations, and start-ups.

Mozilla

USER EXPERIENCE DESIGNER | MOUNTAINVIEW, CA | MAY '10 - AUG. '10

Designed and prototyped Firefox HomeTab and Percieved Performance.

I.U. Communications

WEB DESIGNER & DEVELOPER | BLOOMINGTON, IN | JAN. '09 - AUG. '09

Cerner

TECHNICAL INTERN OF DESIGN | KANSAS CITY, MO | JUNE '08 - AUG. '08

I.U. Alumni Association

WEB DEVELOPER & DESIGNER | BLOOMINGTON, IN | AUG. '06 - MAY '08

Education

M.S. Human Computer Interaction Design

INDIANA UNIVERSITY | BLOOMINGTON, IN | MAY '11

Design Methods

Interface design

Contextual design

Affinity diagrams

Ideation

Wireframes

Personas

Scenarios

Storyboarding

Prototyping

Paper prototypes

InVision, etc.

Motion Prototypes

Storyboarding

Video prototypes

Experience prototypes

Rapid prototyping

Arduino

Research Methods

Interviews

Surveys

Ethnography

Focus groups

Cultural probes

Artifact analysis

Diary studies

Affiliations

IxDA

BayCHI

ACM

