



Education

Art Center College of Design

Bachelor of Science (product design 08/1998)

CooperU (01/2005)

Interaction Design Practicum

Work Experience

LRN (02/2009 - Current)

Senior Product Designer in charge of a risk assessment and management tool for an ethics, compliance and environmental knowledge company. I lead the team through the transition from an acquired concept to a enterprise application. The position involved heavy communication with the business team as well as on/offshore development.

User Interviews
Requirements Gathering
Flow Diagrams
Roadmap Planning

Walt Disney Parks and Resorts Online (07/2008 - 11/2008)

Senior Information Architect position where I helped develop design patterns and a simple system for keeping track of requirements. I was also involved in advanced projects that explored new technologies.

Requirements Management
Design Patterns
Confluence
Team Building

iRise (08/2004 - 07/2008)

Interaction design position for a Windows based application. The application allows business analyst and interaction designers to build full fidelity prototypes of web apps without programming. My responsibilities included user research, detailed interaction design, usability testing, writing specifications and communicating ideas through development into testing.

Persona
Scenario
Contextual Inquiry
Usability Test
Prototyping
Communications

Creative Source, Inc. (01/2001-08/2004)

Interaction design position at an advertising and interactive agency. My contributions spanned from logo designs, print, web sites and advanced ad customizing solutions. I was involved in initial client meetings to final presentations as well as working with development and printing shops.

Interaction Design
Marketing
Branding
Package Solutions
Print Process

iOM Composition Group (07/2000-12/2000)

Interaction design position for an international web app and graphic design agency. My involvement started at initial client meetings, developing flow diagrams, wireframes, and implementing the look that graphic designers had defined. I then worked with overseas development teams to complete the projects.

Interaction Design
Wireframes
Web Productions

Universal Electronics Inc. (01/1999-07/2000)

Product design position working with hard and soft interfaces. My key project was Mosaic, a touch screen remote control, for which I did the industrial and interaction design for. Special consideration was needed in order to fit physical keys close to the screen for a seamless integration. My tasks also included user flows, final GUI and usability testing.

Interface Design
Plastics Design
Rubber Keypad Design
Manufacturing Process
Wear Testing
User Studies

College Projects

Arqui

A home office environment for architects which would help return the classic manner of drafting with the benefits of the computer. The solution was a multi-touch drafting table that used hands and classic drawing tools as the input devices. The solution considered the full life cycle and environment that architects work in. The drafting table converted to a presentation wall and the auxiliary desks connected to form a conference table.

Andamio for McDonnell Douglas

A portable data device which would allow manufacturing engineers to communicate to assembly engineers and ease the paperwork burden. I met directly with McDonnell Douglas for initial requirement and interviewed manufacturing engineers in their work environment in order to deliver a complete, relevant solution. The design included the industrial and interaction design which considered work hazards, communications challenges and computer literacy in the work place.

Realia

A team project which presented PictureTel with a new business opportunity, educational interactive video conferencing for colleges and disadvantaged elementary schools. After meeting and learning PictureTel's technology and business we explored a few alternatives for them and eventually went to schools to observe conditions. A director's tablet and camera staff were designed to bring interactive content from historical sites or museums to students in a professional manner. The directors tablet allowed for on the fly motion graphics to be fed during the conference. It's contoured touch screen would allow the director to control production while watching the presenter.

Computer Skills (MacOS, Windows, Unix)

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|---------------|-----------------|---------------|
| Adobe | --Dreamweaver | AutoCAD |
| --Photoshop | iRise | AshlarVellum |
| --Illustrator | QuarkXpress | Form•Z RZ |
| --Acrobat | HTML authoring | Fractal Poser |
| --Flex | Requirements | MS Powerpoint |
| --Flash | Management SW | Pro/Engineer |
| --Fireworks | Bug Tracking SW | SolidWorks |

Specialized Training

Interaction Design
Product design
Graphic Design
Fluent Spanish