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Objective To work with a dynamic team as Sr. UI / UX / Visual Designer dedicated to creating deliberately designed and engaging products and experiences. To remain true to the customer's goals, user feedback and research data. To work on diverse projects, while staying current with the latest technology, design and user experience trends.

Background A talented interactive designer, producer, and manager with 25+ years experience in visual communication, creative team leadership and production of agile, engaging user experience products backed by articulate reasoning, customer feedback and user data.

Experience UX Architect at Trimble

2014 - 2015

Collaborate with construction equipment partners such as Caterpillar to ensure products satisfy all user and business requirements. Ensure custom products reinforce the client's brand identity building upon legacy control models. Work with Engineers, Operators and Sales Staff to test control architectures and identify new opportunities. Work with Graphic/UI Designers to ensure designs follow appropriate UX models and implementations. Evangelize and inform team on industry standards as needed.

- Information Architecture
- Graphic Design
- UX Design & Wireframing
- User Experience/Acceptance Testing
- Process Development and Improvement

Sr. IU/UX Designer at Illumination Works

2014 - 2015

Responsible for designing and producing all corporate identity and marketing materials for electronic and print medium. Oversee and approve all visual elements before they reach the client. Consult on and design visual interfaces for numerous clients in varying industries from government to business and retail. Train staff in the use of visual design tools. Educate technical staff on best practices for UI design and standards compliance.

- Solutions Consultant
- Graphic Design
- UI/UX Design, Wireframing and Standards Management
- Content Delivery Systems Consulting
- Process Development and Improvement

Sr. UX Designer at L.L.Bean

2000 - 2014

Design promotional, branding and interactive/commerce portions of llbean.com. Collaborate with IA's and Web Developers to deliver industry leading shopping experiences both on time and on budget. Oversee the work the designers are producing to ensure it conforms to usability, accessibility and design standards. Work with business analysts and IA's to gather requirements based on ROI, usability and customer service goals. Attend user studies and help develop plans based on findings and analysis. Create wireframes or adapt early wireframes into high-fidelity wireframes. Design the visual look and feel of all UI elements including exception cases. Provide

specifications and any visual assets to developers Facilitate communication between designers, developers, IA's, QA and stakeholders to ensure the end product meets goals and expectations. Publish articles and blog posts to keep the design team up-to-speed on industry trends, standards and best practices. Manage and mentor a team of designers and contractors. Consult on process and systems development.

- Resource and Personnel Management
- Graphic Design
- UI/UX Design, Wireframing and Standards Management
- Content Delivery Systems Consulting
- Process Development and Improvement

Producer/Project Manager at Interactive Constructs

1999 - 2000

Project and team manager for the development of educational applications for major educational publishers and in-house products. Consult with clients to identify proper solutions and present progress demonstrations to client board members. Manage schedule and budget for on-time and on-budget delivery.

- Project an Personnel Management
- Account Representative

Producer/Project Manager at Mazer Digital Media

1994 - 1999

Designed, programmed and produced various applications and sites for major educational publishers such as McGraw-Hill, Harcourt Brace, Houghton Mifflin. Design and program product interfaces and UI. Identify, hire, direct and manage external artists, voice talent, developers and QA working on the company's projects. Art direct internal design staff. Create and present proposals and estimates, manage schedules and budgets of the company's largest products. Manage account and perform month presentations to client Sr. Management.

- Producer
- Project Management
- Design & Art Direction
- Animation
- Programming

Graphic Designer at Jalbert Design Group, Inc.

1988 - 1994

Designed and produced both print and digital marketing and advertising materials and corporate identities for both small businesses and national corporations.

- Graphic Design
- Video Animation
- 3D Modeling and Animation
- Illustration
- Photo Retouching
- Production

Skills Interaction Design, User Interface Design, User Experience, Creative Direction, Graphic Design, Art Direction, Mentoring and Personnel Management, Project Management, Web Design, E-commerce, Corporate Identity, Multi-channel Marketing, Web Content Management, Online and Email Marketing, Advertising, Photoshop, HTML/CSS, Adobe Creative Suite, Balsamiq, Axure, Photography