

# Tim Stutts Interaction Designer

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## Skills

- Experience in evolving prototypes into applications, touching on both design and technical aspects.
- Design and rapid prototyping skills with HTML, CSS, JavaScript (jQuery), Flex Builder, Adobe Creative Suite, OmniGraffle, C++ (OpenFrameworks), Java (Processing) and Max/MSP.
- Understanding of physical computing with basic analog and digital electronics.
- Background in film post-production using Pro Tools and Final Cut software.

## Experience

### **DESIGNER / PROGRAMMER, MOTION THEORY | VENICE, CA | FEBRUARY 2009 - PRESENT**

- Designing and developing a microsite for solar energy case studies for Sun Power.
- Motion graphics design and programming in OpenFrameworks for an IBM commercial.

### **INTERACTION DESIGNER, BLITZ AGENCY | SANTA MONICA, CA | APRIL 2009 - PRESENT**

- Redesigning the information architecture and page design on new support site for Microsoft Xbox
- User experience and wire-framing for Nike social trivia game on mobile platforms

### **INTERACTION DESIGNER, PUSHPOP DESIGN | SAN FRANCISCO, CA | SEPTEMBER 2009 - PRESENT**

- My own freelance UI Design and Front-end Development operation.
- Clients: Digressit, Appify, AreaLab (Disney/Marvel)

### **USER INTERACTION ENGINEER, BETTEROFFLINE | SUNNYVALE, CA | MARCH - SEPTEMBER 2009**

- Overseeing interaction design and user experience for BetterOffLine's website and offering, with web-based and mobile applications providing trade-show search and analytics capability.
- Conducting surveys, usability studies, and generating personas to gain a better understanding of our core users--attendees and exhibitors at events.
- Creating graphics assets and wireframes within Fireworks, Photoshop, and Illustrator.
- Programming the front-end using HTML, CSS, and JavaScript, using Dreamweaver
- Designing and developing heat map visualizations in Java.

### **USER INTERACTION DESIGNER, INTUIT INC | MOUNTAIN VIEW, CA | JUNE 2008 - MARCH 2009**

- Designing payroll applications suited for the small business ecosystem, within Gemini, Intuit Online Payroll, and Service Assisted Portal offerings.
- Spec-writing and building prototype in HTML, Flex, and Java.
- Conducting usability studies to test different screens with potential customers.

### **USABILITY INTERN, PHREESIA | NEW YORK, NY | OCTOBER 2007 - MARCH 2008**

- Created prototype graphical user interfaces for a touch-screen device used to replace the patient clipboard in clinics, using Adobe Illustrator, HTML and Java.
- Administered, gathered and analyzed data from usability studies, producing emotional-trajectory graphs in Excel, tying into video segments.

### **CREATIVE, APPLE STORE FIFTH AVENUE | NEW YORK, NY | OCTOBER 2006 - OCTOBER 2007**

- Instructed one-on-one lessons on web design, video editing, and music production.
- Presented workshops to a live audience on iTunes, iPhone, and other Apple offerings.

### **COURSE INSTRUCTOR, ART INSTITUTE | LOS ANGELES, CA | FEBRUARY 2006 - JUNE 2006**

- Taught Digital Audio Editing course to students in the Interactive Media Design program--course combined lessons in sound theory and practice in Pro Tools software.

### **FREELANCE SOUND DESIGNER, VARIOUS STUDIOS | LOS ANGELES, CA | MAY 2003 - JUNE 2006**

- Self-employed audio editor on numerous projects for film, television, games, radio, theater, museum, audio books and children's toys, working at such studios as Technicolor Interactive, Warner Brothers, Outlaw Sound, and Video Box.

## Education

- New York University, NYC - Masters of Professional Studies, Interactive Telecommunications (ITP), '08
- California Institute of the Arts, Valencia, CA - Bachelors of Fine Arts in Music Technology, '03.