Tim Stutts Interaction Designer

interaction design portfolio: www.pushpopdesign.com | special projects portfolio: www.timstutts.com
email: timstutts@gmail.com | phone: 323.892.2998 | skype: timstutts

Abilities

- Design thinking and experience evolving ideas into applications for desktop, mobile and physical space, touching on both the user experience and technical aspects of production, to push products to new heights.
- Wire-framing and visual design skills in OmniGraffle and Adobe Creative Suite.
- Interactive programming ability with HTML/CSS/JavaScript in Coda / Visual Studio, MXML/CSS/ActionScript in Flex Builder, Java (Processing) in Eclipse, and C++ (OpenFrameworks) in Xcode.
- Understanding of physical computing with basic analog and digital electronics.
- Background in audio post-production using ProTools, Logic Pro, and Max/MSP.

Interaction Design Experience

Interaction Design Contractor | September 2009 – present

Motion Theory | Venice, CA | February 2010 - present

- SunPower: visual interaction design and front-end programming on a micro-site featuring case studies for residential and commercial use of solar energy.
- IBM: motion graphics / data visualization design and programming on the Energy spot for the "Smarter Planet" campaign of commercials and print advertisements, as well as concept design on interactive installation for the US Open.
- AT&T: designed/ programmed animated logo treatment in OpenFrameworks.
- Fiat: designing/ programming specialized video processing application for promotional music video.
- Intel: Research and concept proposlas for potential iPad application.

The AreaLab | Paris, France | April 2010 - present

- The AreaLab: designing content management system for the main site of design firm, driving traffic to the content, and accommodating various digital media.
- Disney/Marvel: Interaction Design for Disney Living YouTube Gadget. Sound design on various internal branding videos for the consumer product division.

Lucede | Orlando, FL | January 2011 – present

- Levy Restaurants: Designing large-scale web app to manage catering services for 60+ sporting venues in the US. Using Visual Studio to integrate design changes on the front-end.

IconMobile | Santa Monica, CA | June 2010 – December 2007

- Microsoft Xbox: visual interaction design for social avatar application on Windows Phone 7 platform. Generating site maps and wireframes for Xbox Mobile site.
- Microsoft InCar: Feature comparison and analysis of various applications across mobile platforms, establishing how these can apply to the in car experience.

Blitz Agency | Santa Monica, CA | April – June 210

- Microsoft Xbox: redesigning the information architecture and page layout for the new support site to accommodate Natal and legacy system players.
- Nike: user experience research and wire-framing for social trivia game on iPhone and Android platforms, with tie-ins to Facebook and Twitter.

Flight404 | San Francisco, CA | June 2010

- Wired Magazine, iPad Edition: sound design for motion graphics video by Robert Hodgin.

Appify | Brooklyn, NY | January - February 2010

- Redesigned and programmed the front-end for the Appify web application—a community formed around the user review and sharing of mobile applications.

Digress.it | San Francisco, CA | December 2009 – January 2010

- Visual interaction redesign for main site and Wordpress plug-in for commenting on a large text.

Interaction Designer, BetterOffline | Sunnyvale, CA | March – September 2009

- Interaction design and user experience for a web application providing trade-show search and analytics capability to attendees and exhibitors.
- Conducting surveys, usability studies, and generating personas to gain a better understanding of core users.
- Creating graphics assets in Adobe Fireworks, Photoshop and Illustrator.
- Programming the front-end for web application and prototype heat map visualization.

Interaction Designer, Intuit | Mountain View, CA | June 2008 – March 2009

- Designing payroll applications for the small business ecosystem for Gemini, Intuit Online Payroll, and Service Assisted Portal offerings.
- Spec-writing and rapid prototyping in HTML, Flex and Processing.
- Conducting usability tests through contextual inquiry.

Usability Intern, Phreesia | Manhattan, NY | October 2007 – March 2008

- Designed prototype graphical user interfaces for a touch-screen device used to replace the patient clipboard in clinics.
- Administered, gathered and analyzed data from usability studies, graphing emotional trajectories of the patient onboarding experience.

Interactive Sound Design Experience

Sound Design Contractor| May 2003 – December 2006

Electroland | Manhattan, NY | December 2006

- Sound design and interactive audio programming for stairwell art installation at the Cooper-Hewitt Design Museum.

Warner Brothers Interactive | Burbank, CA | January – February 2006

- Dialog editing on "Justice League Heroes" for Play Station 2

John Villa | Catherine, Australia | May – August 2005

- Sound design and interactive audio/ video programming for inter-media Aboriginal performance that toured California.

Technicolor Interactive | Burbank, CA | October 2004 – May 2005

- Sound effects editing on "Drawn Together" television series.
- Dialog processing on "Unreal Championship 2" for Play Station 2.
- Dialog editing on "Hot Shots Golf: Open Tee" for Play Station Portable.
- Dialog editing on "Jade Empire" for Xbox.

Rothman/ Tzanetopolous | Bremen, Germany | June – October 2004

- Sound design and interactive audio programming for art installation at the Neues Museum.

Teaching Experience

Teaching Assistant, Gray Area Foundation | San Francisco, CA | November 2009

- Helped teach Processing visual programming language course for artists.

Creative Instructor, Apple Store | Manhattan, NY | October 2006 – October 2007

- Presented one-on-one lessons and workshops on computer basics, web design, audio production, and video editing to Pro Care and walk-in customers.

Course Instructor, Art Institute | Los Angeles, CA | February – June 2006

- Taught Digital Audio Editing course to students in the Interactive Media Design Program, combining audio theory and practice in Pro Tools.

Education

- **Masters of Professional Studies in Interactive Telecommunications (ITP)** from New York University, NYC, 2008

- **Bachelor of Fine Arts in Music Technology** from California Institute of the Arts (CalArts), Valencia, CA, 2003