

Tim Stutts

Interaction Designer + Prototype Developer

portfolio
email
phone
location

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Profile

I am a multi-faceted designer with over 10 years of experience, specializing in interaction design (UI/UX) and creative development (programming) for compelling applications and experiences, along with the generation of related audio-visual media assets. I am actively seeking contract work and open to discussing full-time opportunities.

Skills

User Experience, Interaction Design, Data Visualization, Creative Direction, Brainstorming, Prototyping, Creative Coding, C++, Java, OpenFrameworks, Cinder, Processing, OpenGL, GLSL, HTML/CSS, Javascript, ThreeJS, Sound Design, Music Composition

Work Highlights

Interaction Designer / Prototyper + Founder, PushPopDesign Various 09.09 - present

A consultancy for next-generation application design and prototyping. My practice involves interaction design, along with creative development and sound design, for compelling applications and experiences on a variety of platforms. At times I've also assembled small teams and served as project lead.

Interaction Designer / Prototyper (contractor), Honda Research Inst. Mountain View CA 07.13 - 09.13

Augmented reality heads up display for 'defensive driving' scenarios (OpenFrameworks/C++)

User Experience Advisor (contractor), Quadrigram Barcelona, Spain 02.12 - 12.12

Quadrigram data visualization platform

Interaction Designer / Prototyper (contractor), Oblong Los Angeles, California 06.12 - 10.12

Airborne Beats gestural music sequencer (Cinder/g-Speak/Kinect/C++)

Creative Developer (contractor), Left Field Labs Venice, California 12.11 - 03.12

Android Nexus Q microsite concept (ThreeJS/WebGL) and Android animated wallpaper concepts

Project Lead / Designer (contractor), Sencha Animator San Jose, California 08.11 - 09.11

Museum of Science Tablet and Mobile Experience (HTML5/Canvas)

Creative Developer (contractor), Motion Theory Venice, California 02.10 - 05.11

IBM Smarter Planet Energy commercial and print campaign, AT&T logo concepts, Fiat 500 promo video (OpenFrameworks/C++, Processing/Java)

Interaction Designer (contractor), Icon Mobile Santa Monica, California 06.10 - 12.10

Xbox Extras Windows Phone 7 application, Microsoft in car experience research

Interaction Designer (contractor), Blitz Agency Santa Monica, California 04.10 - 6.10

Microsoft Xbox support site and Nike Mobile Soccer Challenge

Interaction Designer (full-time), BetterOffline Sunnyvale, California 03.09 - 9.09

Conference presence management application (product is now called "Bloodhound")

Interaction Designer (full-time), Intuit Mountain View, California 05.08 - 03.09

Various applications for the Small Business Ecosystem

Usability Researcher (part-time), Phreesia NYC, New York 10.07 - 03.08

User research on Phreesia touchscreen application for patient check-in in clinics

Creative Instructor (part-time), Apple Store Fifth Avenue NYC, New York 10.06 - 10.07

Various workshops and individual learning sessions

Artist Assistant, Eyebeam NYC, New York 01.07 - 05.07

Prototype development for “A Couple Thousand Short Films About Glenn Gould” video installation by Cory Arcangel

Course Instructor (part-time), Art Institute Los Angeles, California 02.06 - 07.06

Taught course on Audio Editing and authored syllabus for Sound Design course

Sound Editor (contractor), Warner Brothers Interactive Burbank, California 01.06 - 02.06

Justice League Heroes for Play Station 2

Sound Editor (contractor), Technicolor Interactive Burbank, California 10.04 - 05.05

Jade Empire for Xbox and Unreal Championship II for Play Station 2

Education

New York University — Masters of Interactive Telecommunications, '08

California Institute of the Arts — Bachelor of Fine Arts in Music Technology, '03

Special Interests

Next-Generation User Interfaces, Creative Technology, Programmable Design Assets, Data Visualization, Audio-Visual Media Productions, User-Generated Media, and Open Source Initiatives.