

Details

A technically adept, futurist. Hybridized; interaction and visual designer. An eye for composition, color, typography, and an ability to create pixel perfect designs. A deep understanding of temporal experiences including motion, sound and visual interplays.

Known for creativity, flexibility, and timeliness. A former creativer director noted: "Michael brings a sense of urgency to his tasks. He's warm, communicative, and has a wonderful sense of humor."

Professional Experience

User Experience Designer @ TeleNav

Nov 2009 - Present

As a user experience designer my primary responsibility includes overseeing the direction of the user experience for their flagship enterprise product TeleNav Workflow. I'm simultaneously designing experiences on multiple platforms that include Apple's iOS, Android OS, and BlackBerry OS.

User Experience Designer @ Google

Aug 2007 - Oct 2009

Google's corporate engineering team oversees the design and the implementation of many core Google internal facing applications. Including, compensation and bonus planning, the hiring process, performance management, career management, Googler search, profile creation and editing, enterprise social apps, and human resource tools such as headcount allocation. As a user experience designer my responsibilities include direct interaction with a team of designers, developers and QA Engineers to ensure adherence to project requirements, while overseeing designs from concept to implementation.

Senior User Experience Designer @ Momentum Design Lab

Feb 2007 - July 2007

Momentum Design Lab specializes in user experience and development. Their clients range from the small startups to large enterprise groups. My responsibilities include direct interaction with the client, managing projects with a team of designers and engineers, ensuring adherence to project requirements, research, develop designs from concept to implementation, and lead design reviews.

User Experience Designer @ Ingenuity Systems

Dec 2004 - Feb 2007

At Ingenuity Systems I worked with a small design team to develop next-generation data visualization applications for academic and pharmaceutical clients in the biotechnology space. Our team were primary architects in developing the user experience for Ingenuity's flagship application, Ingenuity Pathways Analysis. From rough conceptual sketches to final design mock-ups, I visualized and presented abstract user interface and interaction concepts to teams of management, marketing, and engineering personnel.

Web Developer @ NASA Ames Research Center

Dec 2000 - Feb 2003

I was part of a small team who developed a concept video featuring the PSA robot winning Best of Category from I.D. Magazine in 2000. The same video aired on Discovery Channel's "Inside the Space Station". Graphic stills were published in Newsweek and Popular Science. This exposure allowed our work to excite the public imagination and enable continued technological development. As a sole developer, I managed the entire creative development process for Ames Research Center's Computational Sciences Division and Engineering Division websites. I designed a commemorative poster for the IVHM program which earned praise and was distributed throughout the NASA agency.

Visual Designer & Information Architect @ Organic

Dec 1998 - Feb 2000

I conceived and designed the graphical user interface for law.com which served as their primary design for over 4 years. Working with a group of designers and engineers we continued to develop many top-tiered e-commerce experiences for clients such as Target, DaimlerChrysler, Payless, MC Sports and Haystack Toys.

Select Awards & Honors

Google Technical Achievement Award for Google Who 2009
NAPP GO Platinum Contest -Best Design 2004
I.D. Magazine -Best of Category, 2000
The School of the Art Institute of Chicago -Merit Scholarship 1995-2000
Simi Valley Cultural Arts Center -Best of Show 1993
Simi Valley Cultural Arts Center -Best in Category 1993
Arts Council of Conejo Valley -Scholarship 1993

Education

The School of the Art Institute of Chicago

Chicago, Illinois

Bachelors of Fine Arts Program (Art & Technology)

1995 - 2000

Software Toolkit

Fireworks	Dreamweaver	Logic Pro	Platform agnostic
Photoshop	FTP Protocol	Kontakt	Intimate with Windows, Mac OSX, & Unix environments
Illustrator	SecureCRT	Maschine	
After Effects	Unix command-line	Massive	
Font Explorer X Pro	ANSI C	Reaktor	
CryEngine	Firebug	FM8	
		Absynth	