

Edward J. Campodonico

eddie@design-ed.com

www.design-ed.com

Purpose/Objective

To lead a User Experience team in an environment where I can apply my talent, passion and experience.

Summary of Qualifications

- Multifaceted UX design experience including embedded systems, hand-held devices, cellular phones, traditional computer applications and websites.
- Demonstrated cross-discipline team leadership in diverse environments.
- Accomplished user interface prototyping and testing skills.
- Expert level authoring skills using HTML, DHTML, CSS, Java Script, Action Script and Lingo.
- Fast and effective learning, adapting and implementing emerging technologies.
- Creative and clever problem solving skills under strict deadlines and aesthetic constraints.

Software/Scripting Proficiency

Applications

Illustrator, Photoshop, Dreamweaver, Freehand, Flash with Action Script, Director with Lingo, Premier, AfterEffects, AutoCAD, Expression Blend/Design/Web, SharePoint, Visio, PowerPoint, Excel.

Scripting Proficiency and Familiarity

XHTML, DHTML, CSS, XML, ASP, Java Script, VB Script, XAML, WPF, Flash Communications Server/Flash Media Server (FCS/FMS).

Relevant Experience

Senior User Experience Designer: The Regence Group, Contract 06/2008 to Present

Senior User Experience consultant on large scale web applications.

Integrated three similarly themed web applications into one efficient user focused solution.

Identified concepts and processes to reduce customer service calls through intelligent information design, making relevant data available online.

Instilled effective methods of content and source management to allow multiple disciplines to work simultaneously.

Senior Product Designer: Microsoft, Contract 03/2007 to 03/2008

Created feature rich working prototypes of Microsoft's five to seven year visions.

Solved complex interaction issues working closely with product managers and engineers to design for business objectives and technical considerations.

Developed complex, interlinked, object-oriented prototypes on phones, mobile devices, tablets, and PCs.

Incorporated technology speculation into user experience and interaction design.

Orchestrated the installation of visionary designs at international subsidiaries.

Productivity Specialist: Manson Construction Company: 03/2002 to 11/2006

- Developed productivity solutions through extended contextual inquiries.
- Designed functional computing and communication systems to assist physical construction processes.
- Translated business requirements into functional systems.
- Maintained all aspects of corporate communication and computer networking systems and workstations.
- Created and implemented system redundancy plans to reduce lost revenue from catastrophic failures.

User Experience Manager: Agital 08/2000 to 11/2001

- Spearheaded a multidisciplinary department through five complete product cycles.
- Defined usability and user interface design standards across the entire corporation, in order to ensure a consistent user experience and design philosophy.
- Shaped evolving visual brand identity through a corporate name change.
- Developed Java class files containing user interface elements.
- Created product overviews and demos using Flash.
- Developed and maintained external relationships with vendors and contractors.

Product Designer II: Microsoft, Contract 10/1996 to 08/2000

- Designed UI and interactions for platforms and applications including:
 - Internet Explorer, Outlook Express, Hand Held PC (HPC), Pocket PC (Palm-sized PC), WebTV, Active Sync, cell phones, websites, embedded systems, and interactive CDs.
- Interpreted usability test results to create effective product.
- Defined problem areas to test in usability studies.
- Designed concepts, prototypes and ideas using various media formats including HTML, Director and Flash.
- Created efficient design specifications for products created by multiple hardware manufacturers.
- Enforced adherence to design guidelines and managed relations with manufacturers and vendors.
- Streamlined the UI mock up and storyboard processes for fast turnaround.

Information Operations Planner: US Army National Guard 02/2004 to 02/2007

- Created and managed a successful multimedia awareness campaign.
- Designed program branding and periodical advertisements.
- Coordinated the seamless integration of multiple operational disciplines.
- Created effects-based plans specifying broad reaching procedures and processes.

Senior Product Designer: DesignED 1995 to Present

- Lead designer of Internet based website generation tools.
- Coordinated design and usability objectives between various corporations and external vendors.
- Seamlessly integrated outsourced design into products of the worlds leading software manufacturers.
- Successfully managed subcontractors to accomplish client goals within budget.
- Effectively conducted UI consulting, web design, logo design, branding and photography for diverse clients.

Schools and Education

Art Institute of Seattle, 1995-1997, Visual Communication