

SUMMARY

Interaction designer and software developer with over 12 years of experience creating innovative consumer applications, media creation tools, and interactive installations. I have worked as an individual contributor throughout my career and for the last 6 years have also managed small design teams.

SKILLS

Domain	Web Applications, Mobile Web, Video Games, Interactive Installations
Design	Interaction Design, User Interface Design, Information Architecture, User Scenarios, Task Analysis, Conceptual Models, Site Maps, Wireframes, Storyboards, Functional Specifications, Observational Testing, UML
Build	Software Development, Video Production, Rapid Prototyping, Web Standards, XHTML, CSS, XML, JavaScript, Java, JSP, C/C++, OpenGL, Flash

PROFESSIONAL EXPERIENCE

March 2007–	Randy Moss Design Principal Established interaction design consultancy to create web sites and web-based applications. Clients include Amazon, Best Buy, Dashwire, Motorola.
September 2002– March 2007	Motorola, Inc. Manager, Interaction Design Interaction designer for SCREEN3™, an end-to-end solution that provides mobile consumers with zero-click access to web-based information on the home screen of their phones. I managed a team of 2 designers.
June 2001– September 2002	4thpass, Inc. Interaction Designer Interaction designer for CDS, a web-based system for merchandising and delivering Java games, ringtones, and wallpapers to mobile phones, over the air. 4thpass was subsequently acquired by Motorola.
September 1998– February 2001	PictureIQ Corporation Interaction Designer, Software Developer Founding member of this Adobe-funded startup company. Principle product designer and software architect of PictureIQ's suite of consumer-oriented photo editing applications. Applications created include PhotoTools™, a web-based tool for editing photographs, and Sega Dream PhotoFun, a photo editing and creativity title for the Sega Dreamcast game console.

PROFESSIONAL EXPERIENCE, CONTINUED

- November
1996–
August
1998
- Adobe Systems, Inc.**
Interaction Designer, Software Developer
- Member of a research team exploring the application of Adobe’s imaging technology into the consumer device space. Designed and implemented a TV-based appliance prototype for the storage, sharing and enhancement of digital photos. This team spun out of Adobe to form PictureIQ Corporation and the prototype was pivotal in securing funding.
- June
1992–
October
1996
- Electronic Arts, Inc.**
Interaction Designer, Software Developer
- Member of the Advanced Technology Group chartered with creating entertainment software for the new generation of 32-bit consumer game consoles. My contributions included design and development of a game authoring tool for the title *Psychic Detective* and development of a software library to emulate the graphics environment of the 3DO game console.
- May
1991–
June
1992
- Sierra Entertainment, Inc.**
Software Developer
- Lead developer in a small team responsible for porting Sierra’s graphical adventure games from the IBM PC to the Macintosh. Products shipped include *Space Quest I*, *Space Quest IV*, *King’s Quest V*, *Leisure Suit Larry 1*, and *Leisure Suit Larry 5*.

EXHIBITIONS

- 2009 *People Doing Strange Things with Electricity IV*, 911 Media Arts Center, Seattle, Washington.
- 2008 *Kidnapping Water: Bottled Operas*, Jack Straw New Media Gallery, Seattle, Washington.
- Now and There*, James Harris Gallery, Seattle, Washington.
- 2005 *Help Wanted: Collaborations in Art*, Center On Contemporary Art, Seattle, Washington.
- 2004 *dislocator*, Jack Straw New Media Gallery, Seattle, Washington.
- dislocator*, Gallery4Culture, Seattle, Washington. Selected as an alternate exhibition for 2004–2005 season.
- 2001 *sharedrawing*, www.sharedrawing.com
- 1995 *Mill Valley Film Festival*, Mill Valley, California.
- 1988 *UCLA Design Films*, Los Angeles, California.
- 1987 *UCLA Student Screening*, Los Angeles, California.

REVIEWS

- 2008 DeLaurenti, Christopher. “Dry and Dark.” *The Stranger*, October 7.
- 2005 Engelson, Andrew. “Help Wanted.” *Seattle Weekly*, March 30.

- 2005 Hackett, Regina. "Artists + Techies = Collaboration." *Seattle Post-Intelligencer*, March 19.
- 2004 DeLaurenti, Christopher. "dislocator." *The Stranger*, May 20.
- Richman, Elise. "dislocator." *Seattle Weekly*, April 7.

PUBLICATIONS

- 2002 Whale, George. "Why Use Computers to Make Drawings?" *Proceedings of the Fourth Conference on Creativity & Cognition*, October, pp. 65–71.

LECTURES

- 2008 *Kidnapping Water: Bottled Operas*. Jack Straw New Media Gallery, Seattle, Washington, September 25.
- 2005 *Playing Well With Others*. Center On Contemporary Art, Seattle, Washington, March 30.
- Better Living Through Storytelling*. Dorkbot 17, Center On Contemporary Art, Seattle, Washington, April 6.
- 2004 *dislocator*. Jack Straw New Media Gallery, Seattle, Washington, April 24.

ACCOLADES

- 2008 *Kidnapping Water: Bottled Operas*, Recommended gallery show, *Seattle Post-Intelligencer*, October 3.
- 2007 *SCREEN3™*, Emmy Award Nomination, Best Use of Personal Media Display and Presentation Technology.
- 2005 *Help Wanted: Collaborations in Art*, Visual Arts Pick, *Seattle Weekly*, March 30.
- 2004 *dislocator*, Visual Arts Pick, *Seattle Weekly*, April 7.

EDUCATION

- 2006 SIGCHI Interaction Design Class, Cooper, Seattle, Washington.
EDGE: Professional Artist Development Program, Artist Trust, Seattle, Washington.
- 2005 The Elements of User Experience, Adaptive Path, Seattle, Washington.
- 2004 Color for Design, School of Visual Concepts, Seattle, Washington.
- 1989 BA, Film and Television, University of California at Los Angeles.

AFFILIATIONS

ACM Special Interest Group in Computer Human Interaction