

# Jason K. Smith

*Interaction Design & Technology*

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## **Method - Senior Design Technologist** (2014-2015)

Worked on design teams focusing on product development. Built mobile prototypes in iOS and provided a bridge between interaction design and technological implementation. Lead animation and interface concepts through functional prototypes.

## **IDEO - Senior Interaction Designer** (2012-2014)

Learned the IDEO user-centered design process while creating interactive prototypes for digital products. Focused on mobile and web while learning embedded programming and creative coding frameworks. Was lead developer on iOS projects. Experimented with Oculus Rift VR prototyping.

## **Independent Developer** - (2010-2012)

During this time I focused on the development of a personal app called "Uzu": generative design and animation software that allows users to manipulate a particle system using different numbers of touches. The app won Apple's "App of the Week" and ended up in the iTunes Essentials Hall of Fame.

## **Colossal Squid Industries - Development Lead** (2008-2010)

Created award winning work for Chicago's premiere interactive agency focusing on immersive experience and interaction design. Executed design and development for web-based Flash projects. Worked extensively in small teams to solve "Big Picture" digital brand problems for clients.

## **Pixel - Senior Interactive Art Director** (2006-2008)

Provided concept and design for experiential brand sites and banner ads. Executed flash projects ranging in scope from animation to external API interfaces and back-end database applications. Specialized in coded animation effects, physics simulations, and particles system. Also functioned as a mentor to designers and flash programmers.

## **Bep Interactive Marketing - Interaction Designer** (2005-2006)

Provided design concepts for large scale corporate websites optimized for CSS and dynamic content. Created flash animation and design for micro-sites and web interfaces. Dictated usability best practices and interface design.

## **OMS Photography - Web Developer / Digital Manager** (2003-2004)

Served as Photoshopper including retouching, stripouts, cleanup, and color correction. Created company intranet with PHP and MySQL providing dynamic content and user updateable profiles. Used PHP and MySQL to create intranet applications for approving and tracking purchases. Managed in-house pre-press and printing. Provided primary technical support for hardware, network, and company employees.

## **Interactive Technologies - In-House Web / Print Designer** (2001-2002)

Provided all graphic design for print and web projects. Redesigned corporate logo and created new corporate branding. Maintained corporate style across print, web, and promotional media. Created brands for phone card products handling logo, product, and point of sale design from concept to printer. Developed and maintained PHP/MySQL corporate intranet site.

## **Education - Purdue University** (1995-2000)

Major: Communications (Public Relations), Minor: Philosophy

Membership Organizations: PRSSA (VP), Gimlet Leadership Honorary, Old Masters, IFC