

Tim is a professional User Experience and Interaction designer with over 10 years experience, having designed digital experiences for clients such as **Microsoft, Hasbro, NBC, HP, The Bill and Melinda Gates Foundation, and others.**

Currently focused on designing web and native experiences for **touch and mobile devices**, as well as nascent web-technologies such as **HTML5 and CSS3**, Tim has deep experience designing for the **web and Windows-based applications.**

Roles and Responsibilities

Senior UX Designer & Evangelist, Vertigo Software (2011)

Tim's teams designed **immersive, complex, and beautiful user-experiences** for websites, tablets, and mobile platforms and as the Senior Designer Tim helped guide and assist junior designers **design and develop User Interfaces and Experiences** for large, well-known companies and charitable Foundations.

As The Senior User Experience Designer based in Seattle for Bay Area-based Vertigo, Tim was responsible for **engagement and presentations** to Seattle-based clients.

User Experience Designer & Evangelist, Microsoft (2006 – 2011)

As a User Experience Designer and Evangelist for Microsoft's **MIX Online** team within the Developer and Platform Evangelism Department, some of his responsibilities included:

HTML5 + CSS3, WPF, & Silverlight development of "next-gen" web-tools to help foster the design community and reach out to the broader set of technology and design professionals and enthusiasts around the country and world

Creative Direction for the MIX conferences, focused on Designers and Developers, new technologies, methodologies, and design

Project Management of multiple client and vendor engagements

Design & production of prototype software and websites as well as extensive public speaking, presentations and workshops centered around the technologies employed in their design and development

Senior Designer, AvenueA | Razorfish (2005 – 2006)

As the Senior Designer on most projects, Tim lead User Experience concept & design for clients such as **Microsoft, Cingular, and GeekSquad**, while helping **direct** a team of Information Architects, and Junior-level designers envision and deliver ground-breaking designs and experiences for corporate and global customers.

Experience & Expertise

10+ years design and production experience

Art & Creative Direction working with junior designers, Information Architects, Developers, Project Managers, and others

User-Interface & User-Experience expertise

Client engagement, presentations, and project management

Front-end development experience working with designers and developers to create next-generation experiences

Public-speaking and demonstration experience

Software

Adobe Photoshop / Illustrator / Fireworks / InDesign / Flash / Dreamweaver

HTML5, CSS3 & some JavaScript

Microsoft Expression Blend / WPF & Silverlight Design

Various other tools used in the design industry such as sketching and wireframing software, Source-Control, Project Management software, and myriad others

Additional work and educational history, as well as non-public portfolio examples available in-person.

Owner & Principal Designer, Rasterize 2002 – Current

Tim has been responsible for:

Art Direction over multiple projects with various clients to develop websites and collateral materials

Information Architecture, Design, HTML and Flash creation and implementation

Project management with multiple clients and multiple projects of varying types and **financial management** of clients, costs, and vendors

Client Sampling:

Hasbro (GI Joe, NERF, Sorry!, Play It Now, VideoNow), Microsoft (MSN Messenger, MSN Shopping, Microsoft Windows Vista), Match.com, RealNetworks, Infospace (including Dogpile, Excite, and WebCrawler), T-Mobile

Product Designer, Microsoft / MSN 2004 – 2005

Responsibilities included:

User-Interface design for MSN Shopping

Development of design standards for Windows Live Shopping

HTML, CSS, & JavaScript coding and standardization of design elements and development and **creation of internal tools** for the generation and modification of XML and RSS modules

Content development and design standards for Microsoft Windows Marketplace

Designer, RealNetworks 1999 – 2001

As a designer for RealNetworks, Tim was tasked the design and development of the RealNetworks intranet, which included cross-departmental coordination and communication, Information Architecture, Design and some development in conjunction with the RealNetworks IT department.