

Damon Hamm

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USER EXPERIENCE & INTERACTION DESIGN

As UX professionals, we take raw concepts and guide them to fruition; be it a mobile, website, or physically interactive solution. With over 11 years of experience in usability, multimedia, and engineering, I guide the team that makes it happen.

PROFESSIONAL EXPERIENCE

Schematic *New York, NY May 2006 to Present*

Senior User Experience Designer

Schematic is an interactive agency that does work in industries from finance to fashion, with a lot of recent emphasis in the mobile space and emerging technologies such as large scale interactive touch walls.

- Managed small teams of User Experience and Visual Designers, lead strategic explorations, and pitched new business engagements on large-scale projects with budgets up to \$6M.
- Clients include Nokia, Universal Music, Johnson & Johnson, CondeNet, ABCNews, and Thompson Reuters.
- Recent projects include an interactive multi-touch wall and apps for iPhone, Blackberry, and Nokia phones.

DoubleClick, Inc. *New York, NY March 2004 to May 2006*

Usability Engineer – Interaction Designer

DoubleClick creates managed and enterprise software for the online advertising industry. Their software handles campaign planning, sales transactions, traffic monitoring, forecasting, optimization, and reporting.

- Directed development of a usability lab, performed client research, and designed software enhancements for Fortune 100 companies. Iteratively designed rapid prototypes in HTML, Flash, PHP.
- Redesigned, prototyped, and user tested the Motif AdKit 2.0, a Flash plug-in application localized into 5 languages.
- Benchmarked application performance with TechSmith Morae[®] analysis software and predicted a 17% task completion rate improvement with workflow and tech enhancements. Post production tests revealed a 19% rate improvement.
- Designed and conducted massive general consumer user testing for a search-based ecommerce application, performed competitive gap analysis and designed interaction mockups.

Independent Consultant *Pittsburgh, PA March 2003 to April 2004*

Univ. of Pittsburgh Learning Research and Development Center

- Produced motion graphics and trained staff in basic web & print design.

BearingPoint Consulting (KPMG) / Pfizer Pharmaceutical

- Visual Designer & Client-Side Programmer (HTML, CSS, JavaScript, integrated with JSP).

Mac University *Chicago, IL March 2001 to August 2001*

Multimedia Software Instructor

Mac University specializes in software training for creative professionals and offers many experience levels and intensities.

- Developed an exciting curriculum of hands-on audio / video production projects in a continuing education environment.
- Taught multimedia fundamental concepts, best practices, digital production software.

RollingStone.com / EMusic.com *Chicago, IL March 1997 to January 2001*

Multimedia Producer

As video department production lead, our team provided creative direction and brand recognition. We produced video features and original series for RollingStone.com, TheSource.com, DownBeatJazz.com, eMusic.com, and external sponsors.

- Managed post-production team and studio; including designing and purchasing editing and webcasting systems.
- Designed process workflows and built a portable, cost-effective robotic camera system.
- Produced integrated multimedia campaigns and creative content for music festivals, the 1999 Yahoo Web Music Awards, Midem International Music Festival, 'Austin Powers II', 'Blade' premieres, and Tunes.com IPO roadshow.
- Produced, directed, and/or shot over 200 interviews, live performances, and webcasts; including a daily news program.

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EDUCATION

Carnegie Mellon University – Masters of Human-Computer Interaction, Dec. 2002

Graduate Projects - *School of Computer Science*

Wireless Haptic (Touch) Navigation System

- Took the form of a human-scale Pac Man game to demonstrate this navigation system for the blind.
- Duties: Project leader, concept, design, electronics engineering and microcontroller programming.

Interactive Infrared Communication System

- Awarded a Graduate Research Grant to develop this interactive light and sound-based art installation.

Oberlin College - Bachelor of Arts, May 1995

Major: Studio Arts

- Interactive installation, sculpture, multimedia, architectural design, photography.

PROFESSIONAL AFFILIATIONS

ACM SIGCHI – Association for Computing Machinery’s Special Interest Group on Computer-Human Interaction

IxDA – Interaction Design Association

NYCCHI – New York City Computer-Human Interaction group

UPA – Usability Professionals Association

PHYSICAL COMPUTING / PERSONAL INTERACTIVE WORK

Damon creates interactive sculptures that playfully experiment with scientific curiosities. Incorporating audio-visual, electronic, and mechanical elements, Damon’s sculptures induce participants to touch, listen, and move their bodies in response.

RECENT EXHIBITION

2009 – **City of Dreams / Figment 2009**, New York, NY – *Tillie*.

2008 - **Emergence; Creative Pioneers in Uncharted Territory, Figment 2008**, New York, NY – *Oscillating Coil, Toy Piano (Stanley), Bruxis*.

More info available at www.damonhamm.com.