

Damon Hamm

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INTERACTION DESIGNER

Strategic solutions architect and creative director with a background in engineering and 11 years experience in interface design, usability, and multimedia.

PROFESSIONAL EXPERIENCE

Schematic *New York, NY May 2006 to Present*

Senior User Experience Designer

Schematic is an interactive agency that creates branded experiences, community sites, and multiplatform commerce solutions.

- Managed teams of UX designers, lead strategic explorations with clients, and pitched new business engagements.
- Designed integrated multiplatform interfaces for mobile devices and web for Nokia, CondeNet, ABCNews, and Reuters.

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

Usability Engineer – Interaction Designer

DoubleClick creates managed and enterprise software to facilitate all aspects of the online advertising industry, including campaign planning, sales transactions, traffic monitoring, forecasting, optimization, and reporting.

- Directed development of a usability lab, performed and translated client research into enterprise software enhancements for Fortune 100 companies, and 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 using Techsmith Morae® data capture / analysis software and predicted a 19% time savings with workflow enhancements. Subsequent tests revealed my designs even exceeded these results.
- Designed and conducted massive general consumer user testing for a pioneering ecommerce application, performed competitive gap analysis and designed workflow wire-frames and interaction mockups.
- Contributed specifications for an internal style guide, leveraging the smart reuse of design patterns and widget code.

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

Univ. of Pittsburgh Learning Research and Development Center – Motion Graphics

- Produced, designed, and narrated a brain imaging software simulation in After Effects, Flash, and PowerPoint.
- Trained staff in basic web design and print theory with accompanying software (Dreamweaver, InDesign).

Bearing Point (KPMG / Pfizer Pharmaceutical) – Visual and Interaction Design

- Designed a dynamic dual-screen web application for use on a global pharmaceutical company intranet.
- Analyzed workflows and based the user experience on streamlining current user paper-based practices.
- Hand coded UI using DHTML, CSS, custom JavaScript. Integrated with JSP and performed User Acceptance Testing.

Weekend Signs - Web Design and Flash Development

- Directed site branding, overhauled architecture, and coded the site with extensible CSS, dynamic XML driven Flash components, and a simple content management system.

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 authoring and optimization for web and CD / DVD.
- Instructed students in: Final Cut Pro, Premiere, Photoshop, Illustrator, Pro Tools, Sound Forge.

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 encoding systems.
- Produced integrated multimedia campaigns and creative content for music festivals, the 1999 Yahoo Web Music Awards, Midem International Music Festival, 'Austin Powers II' and 'Blade' premiere parties, and Tunes.com IPO roadshow.
- Produced, directed, and/or shot over 200 interviews, live performances, and webcasts; including a daily news program.
- Increased team productivity by automating encoding processes and building a cost-effective robotic webcast system.
- Strengths in After Effects, Media 100, Premiere, Cleaner, Director, Flash, all manners of camera and AV hardware.

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EDUCATION

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

Graduate Projects - *School of Computer Science*

Wireless Tactile Navigation System

- Researched problem space, invented a product, designed, built, and publicly exhibited a working prototype.
- Duties: Project leader, initial concept, industrial 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.

Cell Phone MP3 Player Application

- Designed wireframes, information architecture, user interface, and graphics. Built an interactive demonstration in Macromedia Director.

Oberlin College - Bachelor of Arts, May 1995

Major: Studio Arts

- Interactive installation, sculpture, multimedia, architectural design, photography.
- Enough credits for Physics Minor if offered.

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