

# Byron Seese

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www.bluemandible.com

## skills

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UI/UX Design  
Mobile UI  
Interaction Design  
User Modeling  
Ideation  
Wireframing  
Prototyping  
Usability Testing  
Agile  
Design Management  
Project Management

## software

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PhotoShop, Illustrator,  
AfterEffects, Animate,  
Dreamweaver, InDesign,  
Muse, Axure, Sketch

## languages

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HTML5, CSS3, JQuery

## profile

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I'm a UI/UX designer with multidisciplinary experience that includes interaction, research, motion graphics and information design as well as a background in theatre and fine arts. I have over 17 years of knowledge and learning which I use to turn complex problems into beautiful and intuitive interface designs.

## education

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**The Art Institute of Boston at Lesley University, Boston, MA**  
BFA in Graphic Design, 1997

**Ohio Wesleyan University, Delaware, OH**  
BA in Fine Arts - Concentration in Photography and Sculpture, 1993

## experience

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**Senior UI/UX Designer**  
**PeopleFluent - Waltham, MA**  
**January 2012 to Present**

Lead UI / UX design for web based HR software.

- Lead UX and principal UI/visual designer for PF web based and mobile product suite
- Persona development, user testing, research and interviews
- Mentor junior designers

**Principal Designer**  
**BlueMandible Design - Newburyport, MA**  
**April 2010 to January 2012**

Responsible for web, interactive presentations and motion graphics from initial inception to launch.

- Web design and front end development
- Motion graphics and animation
- Museum kiosk and interactive experience development

**Senior Interactive Designer**  
**CaseSight, Inc. - Boston, MA**  
**January 2006 to April 2010**

Senior/lead role for trial litigation support including interactive presentations, informational graphics, and broadcast/motion graphics.

- Served as client liaison and worked individually with clients on graphic development
- Information architecture and user interface for courtroom interactive presentations
- Supervised and provided art direction for junior designers

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### **Art Director**

**Krent / Paffett / Carney Inc. Experience Design - Boston, MA  
July 2005 to January 2006**

Lead designer and project manager for rich media museum exhibit installations including interactive kiosks, motion graphics and Flash based games alongside environmental designers.

- Sole designer of information architecture and user interface
- Provided video editing and direction
- Worked with the creative director in supervising freelance designers and managing client relationships
- Managed multiple, concurrent projects in different lifecycle stages

### **Senior Interactive Designer**

**Animation Technologies, Inc. - Boston, MA  
February 2003 to July 2005**

Lead designer for projects including sales and training cd-roms, interactive presentations, websites and broadcast/motion graphics.

- Designed information architecture and user interface for on-screen interactive presentations
- Developed and executed creative direction
- Supervised and provided art direction for junior designers

### **Creative Director/Senior Designer, Project Manager**

**BlueMandible Design - Somerville, MA  
March 2001 to February 2003**

Web, Interactive and multimedia design for projects from initial inception to launch.

- Web design and front end development
- Motion graphics and animation
- Interactive presentations and cd-roms
- Design Consultant

### **Experience Design Manager, Senior Designer**

**ZEFER Boston, MA - July 1999 to March 2001**

Managed the day-to-day activities and long-term goals of the Experience Design team, working directly with the Creative Director.

- Designed staffing and resource allocation tools and recruited new talent
- Designed and implemented mentoring and training programs
- Provided design and organizational direction on internal and external projects
- Supported client development efforts through proposal generation and client interaction

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**Project Manager, Senior Designer, Studio Manager**

**Ark Studios Boston, MA - August 1997 - July 1999**

Assisted in management of creative team and day to day business operations. Provided creative direction to other designers and acted as lead designer on projects.

- Strategic client acquisition and operational needs
- Designed information architecture and user interface for on-screen interactive presentations, cd-roms, interactive kiosks and motion graphics
- Performed various operations-based duties including managing financial information, client accounts, administration of benefits and payroll
- Supervised and provided art direction for other designers
- Maintained production schedules and budgets