Shandin Harper

Lead UI/UX/Product Designer, Artistic Director and, Multi-Talented Artist
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Summary of Qualifications

Fifteen plus years of experience as a passionate artist, designer and art director who is looking to contribute expertise gained through the user-centered design of 100+ projects spanning the Web, mobile devices and desktop, gaming and social networking applications using various technologies from 3D graphics to audio engineering , video production, Flash®, HTML, CSS, JavaScript, ActionScript, Photoshop®, Illustrator®, Premiere® and After Effects® to meet the needs of B2B and B2C clients from industry-leading corporations to creative agencies, government organizations and small businesses such as Microsoft®, Boeing and BSquare.

Excels at producing all design assets, ranging from wireframes to sitemaps, interactive prototypes, styleguides, functional specifications and imagery. Accustomed to directing art projects, managing budgets and leading design teams. Efficient at creating a library of visual design elements, icons, standards, HIG's, etc. and can follow design best practices, including user-centered design, UX engineering, and supporting the application or product development lifecycle. Excellent skills collaborating with all types of artists and clients to ensure projects are not only the best they possibly can be but also satisfy and meet business objectives…all with a smile and sense of humor.

Experience Highlights

User Interface Designer for Windows Azure /Cloud software. JUN 12–present
**Premera®e-Commerce**: provides peace of mind to their members about their healthcare coverage.

Collaborated with product owners, product managers, and senior executives to create compelling user interfaces that are viewed by millions of health care customers on PC and mobile devices using JQuery and Bootstrap technologies. Also worked closely with web and client software engineers to implement my designs. Produced site maps, user flows, wireframes and specification / redline deliverables. Conducted usability testing to validate UI designs with stakeholders and end-users, writing test scripts, facilitated usability sessions, analyzing test results and presenting findings.

User Interface Designer for Windows Azure /Cloud software. OCT 11–JUN 12
TMobile®: A national provider of wireless voice, messaging, and data services

Lead the visual designs of user interfaces for T-Mobile software products and applications. Performed visual design and production duties for interfaces to appear on phones, tablets, and computers running theiOS, Android, OS X, and Windows operating systems, including the development of backgrounds, typography, icons, custom controls, and animations for mobile apps, packaged software, and web-based application interfaces.

User Interface Designer for Windows Azure /Cloud software. FEB 11–OCT 11
**Microsoft® Business Division:** Productivity-enhancing software and services

Collaborated with project managers to help define a clear and aesthetically pleasing interface vision. Produced dynamic and impactful concept sketches, high-fidelity mockups and finished production-ready art, HTML and CSS components. Created a web portal to transform a previously archaic intranet into a dynamic website that improved communication flow and added an effective sales tool for field reps.

Explore MS-Microsoft
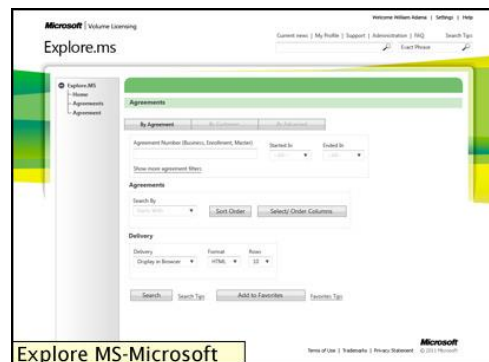
Lead User Interface Designer for next-gen touchscreen application and eMagazines. OCT 10–FEB 11
Bsquare Corporation: Creative design firm, technology distributor and system integrator for smart, connected devices.

Lead the UI design effort for the new Coke® Freestyle touchscreen soda fountain. The design challenge was to build a gesture-based 3D interactive system that would allow the user to instantaneously learn the system and use it to satisfy their drinking needs. Contributions included collaborating with developers and innovating an interaction paradigm that allows users to customize their drinks rapidly and easily. Designs are being implemented as a functional prototype and being explored by target users. Produced information architectures, high-fidelity comps, wireframes and graphic assets for next-gen tablet device eMagazine reader. Worked with a team that included PMs, developers and the client, Zinio™—the world's largest online newsstand, to produce a world-class customer experience that took full advantage of tablet devices (iPad and Galaxy tablets), multimedia attributes and the latest gesture-based user-centered design practices. In addition to design contributions, developed catalogs, course guides and training brochures to facilitate sales reps' understanding of the complex product features and to help them sell effectively.

Coke Freestyle UI

Galaxy Tablet-BSquare
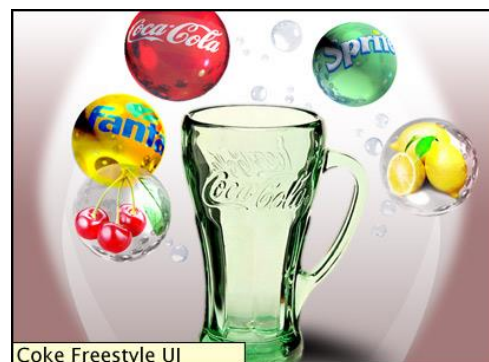
Lead User Interface Designer for the Community/Microsoft® Vine social networking site. OCT 09–OCT 10
Microsoft® Online Services Division: Information and content to simplify tasks and inform decisions online.

The design challenge was to completely re-envision all of the UI assets from the ground up. Starting with rebuilding wireframes and following a user-centered, agile design approach, contributions included creating high-fidelity prototypes while assembling a library of art resources (icons, interactive Flash® and HTML mockups, marketing materials, animations and hand-drawn art). Based on usability test results and team input from PM's, additional work involved creating a scalable design model to run on desktops, mobile devices and tablets. Generated red lines, a style guide and HIG to inform future assets. Performed ongoing customer/market research and demographic profiling to identify and capitalize on unmet market needs ahead of the curve.

Vine UI-Microsoft

Media Designer for the cutting-edge 787 computer-based training software utilizing audio, video, Flash® and 3D animation. OCT 06–OCT 09
The Boeing Company: The world's leading aerospace company and the largest manufacturer of commercial jetliners and military aircraft combined.

Developed computer-based training through learning center instructions that enabled seasoned and novice airline pilots from around the world to fulfill the evolving safety and compliance needs of the aerospace industry. The design challenge was to influence management and developers to move away from archaic Authorware® software to dynamic Flash®, XML and Flex® templates. As the lead for these new technologies within the CBT group, responsibilities included building Flash® templates, engineering an entirely new work process and developing custom knowledge resources for Adobe® Creative Suite®.

In Eastern Europe at the end of World War II, a young Hannibal watches as his parents violently die, leaving his young sister in his care.
Boeing

Other Experience

• **Product Designer**, Microsoft® (Entertainment and Devices Division), Designed and implemented prototypes, mockups, task analysis, user flows, wireframes, style guides and navigational structures; assisted with usability studies for the Microsoft® web cam. JUN 06–OCT 06

• **Interface/Flash® Designer**, Microsoft® (Entertainment and Devices Division/Casual Games), Conceptualized and produced graphic assets including Flash® animations and prototype games for Windows® mobile phones and casual games. FEB 06–JUN 06

• **UI Designer,** Action Engine (Personalized mobile applications for accessing news, sports and entertainment content), Developed wireframes, user interfaces, information architecture and style guides for Windows® mobile phone applications; produced media kit that demonstrated the key marketing analytics and demographics for use in sales presentations. Efforts were credited as being instrumental in closing numerous high-value sales deals. JAN 05–FEB 06

• **Project Lead Designer**, RavenWorks/National Guard (Computer-based training development), Created developer-ready HTML prototypes and interactive templates; responsible for audio engineering, video production, and identity design; served as the photographer for photo shoots; designed collateral marketing materials; and collaborated with instructional designers and SMEs to create world-class online courseware for the Army National Guard. Hired, managed and mentored temporary work under tight budget constraints. Leveraged strengths in cost-effective marketing management and vendor negotiations to end each year an average of 15% under budget without compromising business growth goals. APR 01–DEC 04

• M**ultimedia Designer,** Modern Digital (Full-service design agency and production company), Designed and executed multiple product marketing and promotional campaigns; designed and prepared trade show exhibition materials; developed interface designs and hand drawn illustrations for courseware and custom graphics. JUN 00–May 01

• L**ead Artist/Level Designer,** Vulpine 3D Technologies (Ground-breaking video game engine), Designed game characters; special effects at various game levels; water, fire, hair and reflection effects to showcase the video card engine's capabilities. Produced marketing materials, including a website, business cards and brochures. SEP 99–JUN 00

Technologies

• Adobe® Photoshop®	• Adobe® Illustrator®	• Adobe® Flash®	• Adobe Dreamweaver®
• ActionScript®	• Pro Tools®	• Studio One	• Adobe® Premiere®
• Adobe® After Effects®	• Adobe Sound Booth®	• Adobe® Contribute®	• Adobe® Fireworks®
• Blender 3D	•Maya® 3D	• Microsoft® Office	• Microsoft® Visio
• Microsoft® Money	• Quicken®	• Sonar Studio	• Adobe® Audition®

Competences

• User-centered design	• Usability engineering	• 3D graphical rendering
• Audio production	• Storyboarding	• Music composition
• Video production	• User experience design	• Traditional artwork