

Carl Collins

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Experience

Interaction Designer, HUGE, Brooklyn, NY - 2008 - current

- Interview and observe client stakeholders & customers to understand their needs and concerns
- Translate research into design ideas using sketches, paper mockups, wireframes, and prototypes
- Document the product form and behavior for further work with art directors and developers

Interaction Designer, Rosenfeld Media, Brooklyn, NY - 2006 - current

- Prepare site survey reports on navigation, search, and flow for data-driven collection service and e-commerce/shopping cart implementation
- Conduct user testing to target key areas for design & development revision
- Sketch and wireframe design concepts and produce specifications for offsite developer

Information Architect, Enlighten, Ann Arbor, MI - 2007 - 2008

- Wrote and conducted user tests with a variety of specific audiences
- Translated client goals into interactive objectives
- Wireframed and sketched interactive objectives to establish site interaction patterns
- Collaborated with designers and engineers to create project estimates
- Promoted cross company communication through an internal blog and conference series

Organizer, Open Michigan, Ann Arbor, MI - 2006 - 2007

- Supervised local development team and student volunteers in creation of Open Education platform
- Collaborated with MIT & Utah State University to learn about existing systems and limitations
- Conducted contextual inquiries with domain specific audiences

English Instructor, NOVA Group; Osaka, Japan - 2003 - 2005

- Instructed English EFL students and designed curriculum addressing their specific learning needs
- Participated in instruction design for NOVA's GINGANET VOIP system

Production Assistant, Big Bang Idea Engineering, Del Mar, CA - 1998 - 2000

- Worked closely with the creative director to shift his print ideas into digital media
- Assisted in the production of print and online advertising materials using Adobe Creative Suite

Education

University of Michigan - Masters of Science in Information, December 2006

University of California Irvine - Bachelor of Arts, History, June 2002

Skills and Interests

Interaction Design Sketches done in Adobe Creative Suite, Omni Graffle, Vlsio or dry erase pen

Locations & Cartography Fire Eagle, Google Maps API, and hand drawn maps

Bicycles When it's not snowing I'm likely to be riding