

# BRIAN HUNTLEY

## UX DESIGNER + INTERACTIVE DEVELOPER

big ideas

prototyping chops

### Contact Information

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program required art, design and computer science classes

### Work Experience

- 2013 – PRESENT **UX and Interaction Designer** – HP, Palo Alto, CA
- Design and iterate** new consumer software experiences for traditional, emerging, and experimental computing platforms.
  - Develop** interactive HTML/CSS/Javascript prototypes and multi-device prototyping server based on Node.js.
  - Research and synthesize** user needs, development considerations, and business requirements into successful product strategies.
  - Lead** international and local design teams to build applications including HP Connected Music with Beats Music and HP Omen gaming software.
- 2012 – 2013 **UX Specialist** – WebEnertia, San Jose, CA
- Championed** user-centered products and services for all clients.
  - Devised** interaction schemas for mobile, web, and desktop applications.
  - Wireframed** consumer-facing and business-to-business web sites.
  - Facilitated** meetings and fostered communication between managers, developers and project stakeholders.
- 2010 – 2012 **Interactive Developer** – WebEnertia, San Jose, CA
- Programmed** visually intense and animation heavy web sites.
  - Planned and implemented** numerous microsites for high profile clients such as Intel, Shutterfly, HP, and Sony.
  - Coordinated** with backend developers to create dynamic web experiences.
- 2008 – 2010 **Flash Developer** – WebEnertia, San Jose, CA
- Storyboarded and animated** branded media projects, ads, and demos.
  - Constructed** data visualization programs for large projection displays.
  - Composed** multimedia specifications for client's and their respective ad, media development, and branding agencies.
- 2006 – 2008 **Co-founder and Graphic Designer** – Bit Industries, Los Gatos, CA
- Managed** client and consultant relations.
  - Composed** designs for web sites and multimedia packages.
- 2001 – 2006 **Media Specialist** – Calvary Church, Los Gatos, CA
- Directed** the publishing of large scale print projects.
  - Created** weekly Keynote and Powerpoint presentations for large meetings.
  - Built and maintained** the organization's web site.
- 2000 **Graphic Design Intern** – SRI International, Menlo Park, CA

### Education

BFA Digital Media,  
San Jose State University

### Skills & Proficiencies

#### User Experience Skills

Interaction Design  
Visual Design  
Wireframing  
User Flow Diagramming  
Research  
Usability Testing  
Sitemapping  
Product Design  
Storyboarding  
Animation  
Video Compositing and Editing  
Sketching

#### UX and Design Software

Illustrator  
OmniGraffle  
Balsamiq  
Visio  
Photoshop  
Flash  
AfterEffects

#### Development Skills

Front-end Development  
Prototyping  
Programmatic Animation  
RESTful programming  
Pixel Perfect PSD Slicing

#### Development Platforms

HTML5 / CSS3  
Javascript  
jQuery  
Node.js  
Actionscript 3.0  
AIR for iOS  
Greensock  
XML and JSON

where I learned the science behind visual communication

### Other Experience & Awards

- 2010 – 2013 **AAF ADDY Awards** – Award Winner  
Won **12 Addy Awards** in project roles ranging from UX design to animation to development.
- 2011 – 2013 **Co-founder** – Paix Clothiers  
An apparel company that **supports non-profit clean water projects.**
- 2014 **Innovation Games Facilitator**  
**Certified** as a Conteneo Innovation Games trained facilitator.
- 2007 **Major Public Art Installation**  
Assisted Camille Utterback (MacArthur Genius and new media artist) in a **major installation** at San Jose City Hall.