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Robert McIntosh

I am a creative professional who has operated within a variety of mediums and disciplines.

As part of creative teams, I have worked on regional and international brands, both in-house and as a freelancer.

As an experienced freelancer, I am able to communicate effectively with clients to discover requirements.

I see technology as a form of communication regardless of the medium and I enjoy sitting at the waypoint of business, users and technology.

Interaction Design and Documentation

- Storyboarding

- Personas

- Use Case

- Users Stories

- Mood Board

- Wireframing

- Mockups

- Branding

- Information Architecture

- Content Inventory

- Site Map

- Heuristic Analysis

- Visual Design

Prototyping and Production

- Low and high fidelity mockups on paper, with Photoshop, Illustrator, InDesign, HTML
- Defining deliverables through stakeholder interviews and discovery of business objectives
- Writing and illustrating brand and usage guidelines
- Optimizing images, formatting text
- Evaluation of product through user testing

Technologies and Tools

- HTML/ HTML5

- CSS/CSS3

- PHP

- MySQL

- JavaScript

- JQuery

- XML

- Java

- Processing

- Eclipse

Lonpoo

MAMPFetch

- Seguel Pro

- VirtualBox

- OmniGraffle

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- Firebug

- Photoshop

- Illustrator

- InDesign

Visual Communication

- Training in design, fine art drawing photography and videography
- Experienced in studio photography and filmmaking

- CGI animation experience
- Experienced in video editing and authoring with Final Cut Pro, Premiere, After Effects





Notable Clients

- Hearth Connection
- Weisman Art Museum
- HGA

- Architecture MN
- Metropolitan State University (student project)

- RoehrSchmitt
- Riverview Cafe/Wine Bar
- Peterssen/Keller
- Wessel Design

Experience

May 2011 - Present Web & UX Designer/Developer Freelance

Web software development, including design and storyboards, discovery of business requirements, graphics production, photo editing, markup, JavaScript, PHP, information architecture, UX testing, creation of personas.

September - October 2012 Consulting and Software Development Freelance

Delivered copies of in-progress and completed modified source code for Co-Pilot including programmer's comments and instructions including logic and organization.

Key skills: testing and documentation of software

May 2011 - November 2013 Filmmaker, Business Partner IDE[A], Imaging the Designed Environment: Architecture

Recognizing the dimensional limitations of still photography in describing architecture, we used filmmaking as a powerful tool for depicting the temporal, experiential and sensual aspects of architecture.

Key skills: storyboarding, producing, directing, editing, cinematography, concept development, presentations, business management, post production

Education

Metropolitan State University B.A. from the College of Individualized Studies Fall 2013

I designed my degree based on informational interviews with programmers, research of degree descriptions, mixed with job postings and things I love to do.

As a result my degree isn't as easy to describe as traditional degrees. The ten thousand foot view is: Information Computer Science mixed with Technical Communication.