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# David Sutton

## PROFILE

Currently looking for a great environment to make an impact as a Product Manager (P.O. or similar) by utilizing my unique background in human-centered UX design and software development. I want to find an opportunity to better utilize those areas of expertise instead of just picking one lane or the other, design or development.

## EMPLOYMENT HISTORY

### INTERACTIVE DESIGN, MIRRORSHOW MANAGEMENT – 2017-PRESENT

I work to create unique memorable experiences that companies use to represent themselves and their product at trade shows around the world. Since this is a smaller company, I've had the opportunity to "wear many hats" and find interesting ways to use my human-centered design principles to create and articulate our design direction. In this role I design experiences with interesting bleeding-edge technology and even create one-of-a-kind technology solutions for the needs of the our clients.

### UI/UX INTERACTION DESIGN, XEROX – 2015-2017

Hired through Comforce as UI Design specialist at Xerox in Webster, NY in the Experience Design Group. Responsible for design of our products in development, similar to a Product Owner thats primarily concerned with usability and functionality. Worked with off-site development teams to ensure on-time release of many related products.

### SYSTEMS ENGINEER UI/UX, APPLE – 2013-2014

Hired via Infosys Ltd. to be a UI/UX consultant at Apple Inc. in Cupertino, California. I was responsible for the design and development of several new product UI, with a focus on rapid prototyping. Primary focus in front-end development and technical product management.

### FREELANCE INDEPENDENT WEB DESIGN AND DEVELOPMENT – 2010-PRESENT

During college and between contract jobs, it's been really valuable for me to freelance to keep building a steady stream of experience with varied technology.

## EDUCATION

### ROCHESTER INSTITUTE OF TECHNOLOGY – INFORMATION TECHNOLOGY 2014

Concentrations in Interaction Design and Web Design/Development

## CERTIFICATIONS AND ASSOCIATIONS

### UPSTATE UX

I founded UpstateUX.com for designers, developers, and students to learn, teach, and collaborate in the Rochester area. We do workshops, conferences, networking events, Q & A discussions, professional development training and general community outreach. My goal is to see this group of amazing design professionals scale beyond the limits of what I can accomplish out-of-pocket.d

### CRASHTEST GAMES

Founded Crashtest Games, a very active design community at Rochester Institute of Technology. This is a resource to connect creators and users in a supportive and constructive social environment. The primary focus is encouraging proper iterative design processes via user-testing of products/games. Multiple weekly gatherings for different focuses of the group, as well as many yearly and bi-yearly events.

### LUMA INSTITUTE'S "INNOVATION THROUGH HUMAN-CENTERED DESIGN"

Progressed all the way through the advanced HCD courses, gaining certification as an instructor and facilitator of the Luma's courses and putting their techniques into practice in cross-departmental teams.

**Topics include:** Leading a Culture of Innovation, Brainstorming, Problem Framing, Rapid Iteration and Product Testing, Prototyping, Ethnographic Research, User-testing and Interpretation.

### UDEMY PRODUCT MANAGEMENT FUNDAMENTALS

In many of my roles, I have often served as almost a pseudo Product Owner with a strong emphasis on design and usablility. Now that I'm intentionally looking to find an appropriate Product Management (or Product Owner) role to make the most of my broad skillset, I started these Udemy courses in order to gain certifications related to Product Management.