

Scott Michael Harris

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Employment History

Sr. Spatial Interaction Designer, Toyota Research Institute

2019 - Present — Palo Alto, CA

- Design ownership of a completely new type of AR interface that must remain nameless at this time
- Consulting with TRI business leads to understand project goals
- Working with data scientists and researchers to map design experiments
- Solid communication with engineering to ensure designs are possible, and proper documentation is supplied
- Collaboration with UX research to ID format and test designs, examine results, and determine iteration based on findings
- 3D interface design, from sketches, to wires, to interactive spatial prototype, to functional demo launch

Director of User Experience, Xperiel

2017 - 2018 — Mountain View, CA

Experience Design

- Creative guidance & support for CEO, CTO, & Product manager through Experience Requirement Documentation
- Creation & management of user experience strategy, wireframing, & prototyping
- Establishing processes to align design & engineering teams
- Functional oversight of experience design & production pipeline
- Design guidance & UX contributions that satisfy clients while pushing proprietary platform development forward

Platform Design

- Product strategy for 3D AR editor solution & many other products
- Design, research, prototype, & implement features for incremental changes as well as future iterations of product
- Oversight of UX implementation from conception to launch, as well as post-launch design support

Sr. User Experience Designer, IBM Interactive

2015 - 2017 — Mountain View, CA

Designing experiences for some of the coolest & most advanced projects within IBM - Watson health, sports, education, entertainment, & more. Offering my 3D visualization muscle for special interactives, VR/AR, IoT, & all physical+digital concepts throughout the company.

- Working with project managers to design & win client, usually through showcasing creative uses of emerging formats
- Ideation, user journey, wireframing, interaction & asset design of emerging cross platform interactive technologies
- Seeing projects from concept to completion, directing junior staff

Sr. Interactive Designer, Gigya

2014 - 2014 — Mountain View, CA

- Strategized corporate rebranding & web structure w/ President & CEO
- Hired/managed developers through rebrand launch on time for a \$35M round announcement
- Introduced agile design process, version control, removed old WP sites, optimized HTML & styles/colors with SASS
- Designed/improved web properties for customer onboarding, partner management, sales team & more
- Reorganized creative collateral production with content managers, hired/managed agency for spillover

Designer & Co-Founder, ShutterCal.com

2012 - 2014 — Providence, RI

- Built the product, community, & business from scratch with my team
- Designed / coded 95% of front end, HTML, CSS. Worked with JS, & Python/Django partners
- Designed products & negotiated fulfillment pipelines with supply partners. Oversaw production
- Lead project though a business accelerator as CEO. Pitched, raised money, hired talented people

Interactive Designer, Moey Inc.

2008 - 2012 — Brooklyn, NY

- Designed & built interactive exhibits for corporate, science, & children's museum exhibits & spaces
- Designing for experimental materials, spatial projections, AR games, 3D printing, CNC machines & more
- Clients: AT&T, Hyatt, Keck, Field Museum, NY Historical Society, Houston Children's museum & more

- Many of same tasks below, but faster & more agile than a large institutions makes possible

Sr. Interactive Designer, American Museum of Natural History

2003 - 2008 — New York, NY

- Began as a 3D Animator visualizing scientific processes, quickly integrated with the interactive team
- Full collaboration from design through installation of permanent & traveling interactive exhibitry
- UX, UI, wires & final assets for spatial, environmental, physical, & touch experiences & learning games animation, 3D unity games, scannable mobile AR, physical mixed media & more

3D Animator, Media Records

2002 - 2003 — Brescia, Italy

- Created 3D graphics & animations for various music videos

2D/3D Animator, Nickelodeon / MTV

2001 - 2002 — Miami, FL

- Created 2D/3D graphics & animations for various interstitials, commercials, & cartoons

Skills

Web: HTML5, CSS3, SASS, Responsive web development, GitHub, SourceTree, Compass

Design: Sketch, Photoshop, Illustrator, After Effects, Pencil & Paper

3D: Maya, Unity 3D engine, Snap Lens Studio, Vuforia, 3D printer & CNC file prep

Education

- Product Mentorship — Betaspring Business Accelerator — 2013
- BA, 3D Computer Animation — Miami International University of Art and Design — 2001