

## **Scott Michael Harris**

Mountain View, CA

[smh.default@gmail.com](mailto:smh.default@gmail.com)

917.238.0179

### **EMPLOYMENT HISTORY**

#### **Sr. User Experience Designer, IBM Interactive**

2015 - current — San Francisco, CA

- Working with project managers to design and win client contracts
- Ideation, user flow maps, wireframing, and asset design of cutting edge cross platform interactive technologies
- Seeing projects from concept to completion, directing junior staff.

#### **Sr. Interactive Designer, Gigya**

2014 - 2015 — Mountain View, CA

- Strategized corporate rebranding & web structure w/ President & CEO, selected production team
- Hired/managed developers through build & relaunch on time for a \$35M Intel investment announcement
- Introduced agile design process, version control, removed old WP theme, 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 & CoFounder, ShutterCal**

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 through 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, and 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 and more agile than a large institutions makes possible

#### **Sr. Interactive Designer, American Museum of Natural History**

2003 - 2008 — NYC

- Began as a 3D Animator visualizing scientific processes, quickly integrated with the interactive team
- Full collaboration from design through installation of permanent and 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)

#### **3D Animator, Media Records**

2002 — Brescia, Italy

- Created 3D graphics and animations for various music videos

#### **2D/3D Animator, Nickelodeon / MTV**

2001 — Miami, FL

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

## **SKILLS**

**Web** // HTML5, CSS3, SASS, Responsive web development, GitHub, SourceTree, Compass

**Design** // Photoshop, Illustrator, After Effects, Pencil & Paper, LucidChart

**3D** // Maya, Unity 3D engine, MakerWare, 3D printer & CNC file prep

## **EDUCATION**

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