ADAM MEYER
Interaction + Experience Designer

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Design Experience
Apple Cupertino, CA
Interaction Designer | 2013 - Current
That's about all I can say.

Tellart Providence, RI
Interaction Designer | 2010 - 2013
Working to create delightful and intoxicating interactions in digital and physical objects.
Concurrent projects of various involvement and work - from idea generation, and managing / designing software projects, to building internet controlled objects and developing UIs.

Affectiva Waltham, MA
Interaction Designer | 2009 - 2010
Designed, and helped develop, Affectiva's flagship software for measuring emotion.
Worked alongside engineering and development teams to ensure product cohesion.
Developed use-case-scenarios, wireframes, and final graphic assets.
Worked with outside designers to help solidify the brand and visual identity.

bildr.org
Founder | 2009 - 2013
Designed and developed an application to aid users in the contributing and sharing of code examples.
Designed and illustrated over 60 articles simplifying electronics for the non-engineer.

Education
Rhode Island School of Design (RISD) Providence, RI
Bachelor of Fine Arts, Industrial Design | 2009
Graduation with honors

Conferences and Teaching
Interaction Design Umeå, Sweden
Guest Teacher | November 2011 & September 2012
Taught intensive one-week classes on: Prototyping future interactions for mobile devices in 2011, and split interactions in 2012.

Sketching '11 Philadelphia, PA
Presenter | July 2011
Presented the concept of modularized documentation and the work that has been done in this area on bildr.org.

Skills
Design
Interaction / User Experience Design
Analog/digital sketching/wireframing, to pixel perfect UIs.
Excel in self directed and team/multidisciplinary situations.

Software
Illustrator, Photoshop, Xcode, Flash, After Effects, Keynote, Git, SVN.

Code & Scripting
Advanced knowledge of Objective-C, PHP, HTML5/CSS, JavaScript, and Arduino.