

John Finley

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EXPERIENCE

Interaction Designer | The Barbarian Group

New York City, New York August 2011–Present

At The Barbarian Group, I work within a cross-country team of producers, developers, content strategists, and graphic designers to create emotional experiences for our clients. I am responsible for tasks as varied as information architecture, user research, and interface design. I participate in design critiques and present my work to clients.

Interaction Designer | Centro

Chicago, Illinois and New York City, New York October 2008–June 2011

Though I came to Centro as a software engineer, I soon developed an interest in interaction design. Eventually I shifted to the Product Development team so I could focus on developing an interaction design framework that would fit our agile work style for our flagship application, Transis. Since then I have put in place methods and schedules which allow me to perform research, strategy, and conceptual design for multiple web applications used internally and externally. As an interaction design team of one, tight collaboration with developers makes it possible for me to see my ideas take shape.

Software Engineer | Centro

Chicago, Illinois June 2007–October 2008

I developed a variety of web applications to manage the digital media buying process, collectively known as Transis. At Centro, we blend practices of interaction design into an agile software development environment (mixing Scrum and XP). My duties involved estimating features for development, pair programming, debating product vision, and giving technical presentations to my coworkers. I've helped develop four applications that help people do things such as manage advertising campaigns, perform quality assurance on banner ads, and collaborate on purchase orders.

OBJECTIVE

I am interested in full-time and freelance positions that challenge me as an interaction designer. I hope to take the user-centered design practices taught in my MFA program and apply them within a new organization. Other interests include public spaces & exhibit design, live music, urbanism, and physical computing.

EDUCATION

MFA Interaction Design

School of Visual Arts, 2011

B.S., Computer Information Systems

John Carroll University, 2007