

Mark Coleran

DIRECTION & DESIGN

REVISION: 2014.04.21

Multi-disciplinary Designer and Creative Director working across a range of domains-from identity and branding, type, motion graphics, visual effects and concept user interfaces in film to user experience, interaction, software and visual design.

Able to bring a unique perspective, drawing on the broad exposure gained from working across a diverse set of creative fields; applying that experience to explore new opportunities and methods for the work being undertaken and sharing that knowledge and insight freely.

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EXPERIENCE

EMPLOYMENT SAMSUNG R&D San Francisco, CA, U.S.A. UXCA Mobile Lab Motion Behavior Design 2013.01 - PRESENT Exploration, design and development of new interfaces and frameworks that leverage the full potential of motion and cinematic language to create more intuitive and fluid experiences.	PLATFORA San Mateo, CA, U.S.A. Data Analytics. Senior Interface Designer 2012.03 - 2013.01 Working closely with UX leads, back and front end development, lead the design, development and implementation of all visual requirements for the Platfora data analytics web platform.	BONFIRE LABS San Francisco, CA, U.S.A. Digital Media Agency Design Director 2010.08 - 2012.03 Direction and design of motion and interaction projects for technology clients. Undertaking ideation, concept exploration, interactive development and motion design for a range of applications.	GRIDIRON SOFTWARE Ottawa, ON, Canada. Work-flow Software Dir. Of Interaction & Visual Design 2007.09 - 2010.08 Oversight of the complete design process from concept to production of the front end for the award winning creative work-flow software, Flow, versions 1 & 2.
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CONTRACT FANTASY USER INTERFACES 1998 - 2007 Direction, futurism and design of fantasy user interfaces for film, games and commercial projects. FILMS INCLUDED The Bourne Ultimatum, Fred Claus, Children of Men, Deja Vu, Mission Impossible 3, Mr & Mrs Smith, The Island, Domino, Triple X 2, Alien versus Predator, Blade 2, The Bourne Identity, Spy Game, Tomb Raider, Entrapment, The World Is Not Enough GAMES Call of Duty: Modern Warfare	INTERFACE DESIGN 2005 - 2013 Ideation, concept exploration, development, consultation, interaction and visual design. PROJECTS INCLUDED Slug-line Screen-writing app, Beauty Box iOS Photo App, Magic Bullet 2 Color Correction System, Need for Speed In-Game menus, Else Mobile Interface, iFilter effects application, Silhouette FX VFX Paint & Roto application, Layerlab Resources website... PLATFORMS Desktop, mobile, web and games on: OS X, WIN, iOS (iPad & iPhone), Playstation, Xbox.	MOTION GRAPHICS 1996 - 2007 Direction, design and production of motion graphics for film, television, corporate projects. TITLE, MOTION & CHANNEL ID Cold Mountain, Sony GTV, Miss Congeniality 2, Anita & Me, Ship-wrecked (TV), Spirit of Yachting, Harry Potter: Prisoner of Azkaban, Mission to Mars, My Little Eye... CLIENTS INCLUDED Cartoon Network, CNX, Turner. Movies, 13th Street BBC News, Cradle of Filth, Double Negative, Universal Music, Adobe, Working Title, Melrae Pictures...	NDA WORK 2010 - 2013 Client confidential consultation, ideation, concept and design direction. CLIENTS HAVE INCLUDED Sony, Osterhout, Qualcomm, Apple and HP.
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SKILLS

CORE Motion Graphics Visual Design Identity & Branding Interaction Design Typography	ANCILLARY Photography Presentation Systems & Patterns	TOOL-SET After Effects Photoshop Omnigraffe Illustrator Sketch	FAMILIARITY HTML/CSS Processing
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EXPOSURE

SPEAKING/SELECTION Invitations accepted for speaking events, guest lectures and leading technical workshops. RE-Design UX 2012 San Francisco. U.S.A. Frontiers of Interaction 2011 Florence, Italy UX-Week 10 2010 San Francisco. U.S.A. SparkFX 2009 Vancouver, Canada. Institute of Contemporary Arts 2002 London, England After Effects West 2001 Pasadena, U.S.A. Australian FX & Animation Festival 2001 Sydney, Australia	AWARDS Awards and honors work and projects where significant contributions were made. Best In Show for Gridiron Flow v.1 MACWORLD 2008.01 NAB Vidy Award NAB 2009.04	PRESS/SELECTION Interviews and articles covering professional work and opinion in various media. A Master of Sci-Fi Movie Gadgets Moves Over to the Real World FAST COMPANY DESIGN 2011.02 Scruffy Coleran SCRUFFY THINKING 2012.07 Mark Coleran & Steve Forde THAT POST SHOW 2013.11 Film Interfaces of Mark Coleran DESIGN.ORG 2012.07 Mark Coleran on Fantasy User Interfaces CBC RADIO ONE: SPARK 2010.01 NPR: Hollywood's Computers ALL THINGS CONSIDERED 2010.01	PATENTS Grants for work and projects. Pyramid Browser Core visualization system for Gridiron Flow Inventors: Mark Coleran Adam Frankowski IPC8: AG06F3048FI /USPC: 715771
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INTERESTS

PROFESSIONAL Cinematic Interfaces Data Visualization Typography 3D Printing	PERSONAL Cycling Traction Kiting Photography
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