MIKE DUNN

User Experience Designer **+** Information Architect

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"Good UX isn't about 'getting it done', it's about seeing the potential in every interaction."
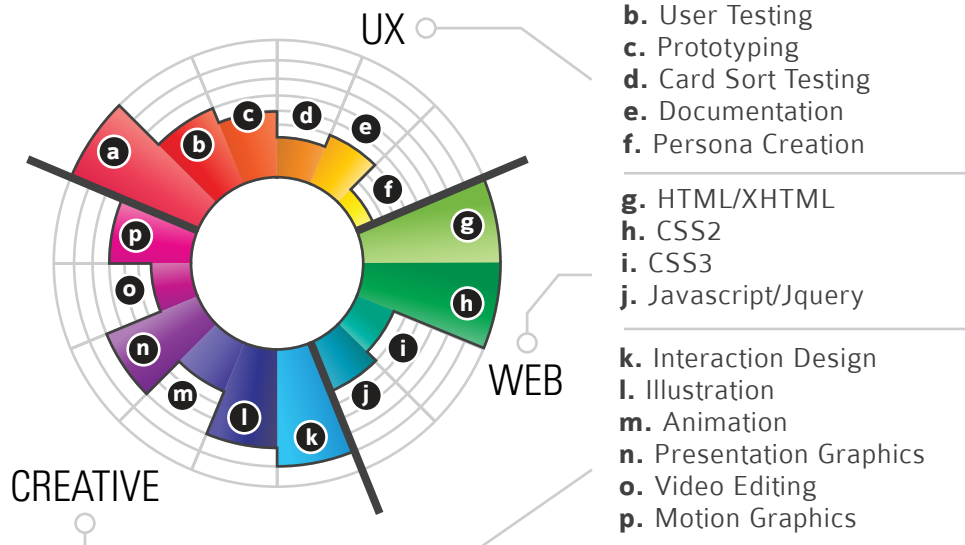
PROFILE

Mike Dunn has been a part of several high-profile online initiatives in several capacities for clients such as HP, Waste Management, Reliant Energy, HBO, Sony Pictures, and Mattel. A little over ten years ago, Mike gave up on his dreams of being a moderately unsuccessful comic artist and animator/waiter and decided to help build the internet instead, a decision that has led him through the trenches of web design and programming to a passion for user experience and common sense methodologies for interactive media.

Don't let Mike's lack of formal education fool you- he is completely self-taught in a variety of disciplines, his entrepenurial spirit driving him to constantly learn new skills and stay on top of current trends both online and off. While he will always love cranking out a clean usable design or hand-code the occasional standards-compliant website, his true passion is now user experience, a passion he has taken to sharing with others at public speaking engagements and workshops.

Mike is also on the administrative team for the popular gaming site, gamingtrend.com. As the Marketing Manager, he focuses on marketing initiatives for the site and brokers ad space. Additionally, he is the front-end developer and graphic designer for the site, and writes the occasional review or article.

MAIN SKILL SETS

UX

CREATIVE

WEB

a. Information Architecture
b. User Testing
c. Prototyping
d. Card Sort Testing
e. Documentation
f. Persona Creation

g. HTML/XHTML
h. CSS2
i. CSS3
j. Javascript/Jquery

k. Interaction Design
l. Illustration
m. Animation
n. Presentation Graphics
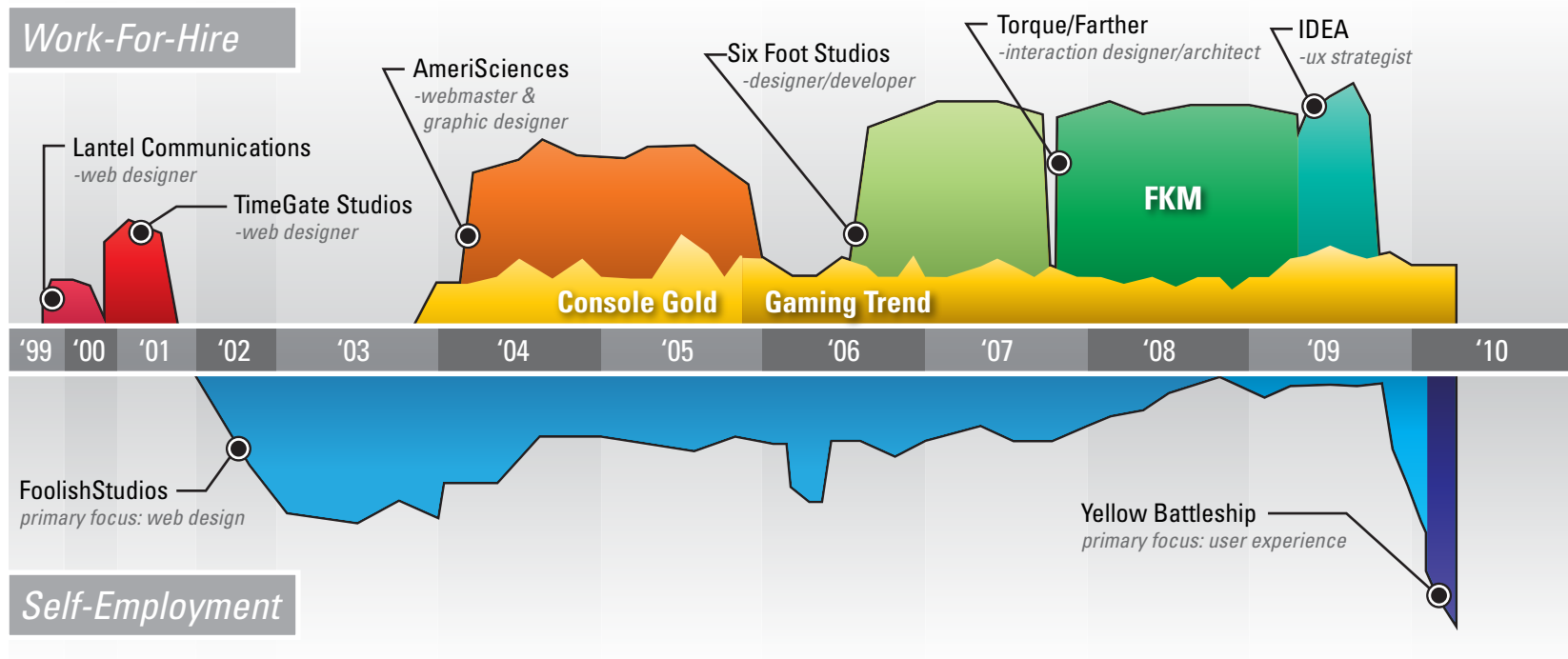**o.** Video Editing
p. Motion Graphics

GOALS & MOTIVATORS

Mike wants to...

- Work in a collaborative environment that doesn't believe in departmental silos.
- Be a part of large-scale online and integrated initiatives that provide unforgettable experiences.
- ...as well as work on smaller-scale projects that do the same.
- Continue to explore new methods of providing narrative in UX documentation.
- Continue to learn new skills and new ways to express the skills he already has.
- Teach others what he has learned, so that he may learn from the process himself.
- Establish himself as a thought leader in his field.

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EMPLOYMENT HISTORY

Work-For-Hire

Torque/Farther
-interaction designer/architect

IDEA
-ux strategist

AmeriSciences
-webmaster &
graphic designer

Six Foot Studios
-designer/developer

Lantel Communications
-web designer

TimeGate Studios
-web designer

FKM

Console Gold   Gaming Trend

'99 '00 '01 '02   '03   '04   '05   '06   '07   '08   '09   '10

FoolishStudios
primary focus: web design

Yellow Battleship
primary focus: user experience

Self-Employment

RECOMMENDATIONS

"Mike is not only a capable developer, but he's a great asset in brainstorming settings. He's able to grasp the bigger picture and in doing so come up with lateral solutions; especially valuable when when preparing formal creative concepts. He's also very in tune with popular trends in media (TV, film, games, and web), and has repeatedly made our team aware of new avenues to pursue audiences. If we were the CIA, he'd be a field agent."

—Josh Maida, Six Foot Studios

"Mike Dunn proved to be a valuable asset on our projects. His knowledge of user interaction is superb. His extensive technical knowledge of web technologies enhanced his contributions exponentially. It was a pleasure to work with Mr. Dunn and I do look forward to future project ventures."

—Andrew Hamel, Torque|FKM

"Mike has a creative mind and a passion for visual representation. I've never worked with someone with such an eye for detail who could still get the job done as quickly as he does."

—Ron Burke, Gaming Trend