

SCOTT ESHBAUGH

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EDUCATION

AUG 2009–MAY 2014

University of Texas at Austin, BFA Design

PROFESSIONAL EXPERIENCE

JUN 2013–MAY 2014

Center for Sustainable Development (CSD), Interaction and Visual Designer

Sustainable Material Evaluation Tool

A user interface to help students and professors research and compare the properties and life cycles of building materials.

- Met weekly with the project manager to discuss and refine user interface concepts.
- Familiarized with the basics of materials science, life cycle analysis, material rating systems, and indoor air quality.
- Began with an iterative and divergent process of prototyping with sketching and progressed to a convergent process of prototyping of ideas in Illustrator and Photoshop.

Strategy for the Community Design Hub

A strategy for a digital experience centered on sustainability education and community design.

- Clarified the grant's proposal to a clear problem, audience, and solution.
- Interviewed architects and city planners and community planners.
- Created conceptual visualizations of the interface.
- Created and presented multiple presentations to build partnerships with the Texas Advanced Computing Center (TACC) and City of Austin's Office of Sustainability.

UI for Austin Sustainability Website

A user interface communicating a benchmark for sustainability and report Austin's progress.

- Organized how, when, and where information and content would be presented through interaction and visual design.
- Created wireframes demonstrating how user's flow through the interface.
- Presented interface prototypes to City of Austin's Office of Sustainability for content development and feedback at several meetings.

JUN 2012–AUG 2012

Chaotic Moon Studios, Visual Design Intern

Galaxy Prime

A proposal for a Massively Multiplayer Online Game (MMOG) by Chaotic Moon.

- Built upon the visual language established by the art director to refine UI's look and feel and designed additional interface elements.
- Designed how the user flows through the interface to accomplish tasks such as trading resources and property, talking to other players, and moving between star systems.
- Developed a topological map to organize a player's navigation while implicitly explaining the game's rules and transitions between physical and conceptual spaces.

Board of Awesomeness

A mind-controlled skateboard developed by Chaotic Moon.

- Designed over 40 decks following Chaotic Moon and Toyota's brand guidelines.
- Created a technical illustration for the board and its components.

Hello Kitty Balloon Pop

An interactive children's game for the iPad.

- Modified user interface assets and sprites while matching Hello Kitty's brand guidelines.
- Narrated and illustrated the behavior of scene elements such as plants, flags, and characters.

JUL 2011–MAY 2013

University of Texas Department of Art and Art History, Lab Proctor

MAY 2011–AUG 2011

Blue Genie Art Industries, Intern

ACTIVITIES

JUN 2008–JUN 2011

Global Leadership and Economic Development (GLED), Volunteer

JAN 2011–JAN 2012

AIGA Austin, Student Member

SKILLS

- Fluent with Photoshop, Illustrator, InDesign
- Conversant with Aftereffects, Dreamweaver
- Proficient with HTML5/CSS3
- Conversant with JavaScript