ERIC STUMBAUGH

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Eric Stumbaugh designs and develops user interfaces for web-based applications, games, and services. He enjoys working on high-profile, heavily interactive projects, and specializes in crafting properties that exceed user expectations and business requirements, resulting in powerful, memorable, and profitable interactive experiences.

QUALIFICATIONS

» Standards-compliant XHTML/CSS, PHP, SQL, Javascript, AJAX
» Object-oriented Actionscript 2/3.0, Flex and MXML
» Motion graphics
» Audio design
» Video production

» UI/UX design
» Rapid prototyping using AS/JS frameworks
» Style guide/project documentation
» Creative Team management
» Fluent in English and French

EXPERIENCE

Senior User Interface Designer

Zynga (www.zynga.com)   2011- present, San Francisco, CA

Currently designing the user experience for Zynga's next-generation casual gaming title, targeted for both web and mobile platforms. Designed and developed the user experience for Zynga's popular, award-winning hidden object game **Hidden Chronicles** with some 50 million MAU. Created interactive protoypes as proofs of concept and worked closely with developers during the production phase to launch. Participated in post-launch feature release and cadence cycle and assisted in the successful transfer of the product to a production team in India.

Senior User Interface Designer

Disney/Playdom (www.playdom.com)   2010- 2011, San Francisco, CA

Led the UI efforts on social gaming titles for Playdom/Disney Interactive Media Group. Deliverables include user requirements specifications, information architecture, user personas, storyboards, scenarios, interactive prototypes, and production-ready art. Collaborates with project managers to create project scopes, schedules, and road maps. Manages the interaction design process, drives decisions, tracks issues, and assists in estimating resource needs and schedules. Participates as a contributor to an interdisciplinary team that includes visual designers, project managers, and developers. Champions principles of usability and user-centered design.

Lead Interaction Designer

SmartyCard, a division of Gazillion Entertainment (www.smartycard.com)   2008 - 2009, San Francisco, CA

Responsible for the interaction design at SmartyCard, a "learn, earn, play" destination for kids aged 7-12. Heavy use of Flash animation and programming, user interface design and documentation, user testing, art direction, illustration, mobile platform extension, and development of product roadmap. SmartyCard won the People's Choice Award at DEMO 2009.

Senior User Interface Designer

Academy of Art University, Online Learning (online.academyart.edu)   2006 - 2008, San Francisco, CA

Senior user interface designer for Academy of Art University's online learning management system. With more than 600 courses and 9,000 students online, AAU's learning management system delivers the most sophisticated electronic instruction worldwide. Responsibilities include user workflows, interface design, Flash/Flex/Air RIA development, new feature implementation, user testing, and brand stewardship.

Web Designer, macromedia.com

Macromedia (www.macromedia.com)   2003 - 2005, San Francisco, CA

Online Brand Steward responsible for the integrity of the visual language of macromedia.com, one of the most-visited sites on the web, consisting of some 80,000 pages. Duties include section/page design, interface development, product launches, information graphics, style guide documentation, and graphic standards compliance. Sole liaison between web team and creative services. Participated in two major site redesigns: eMX (2003) and Rex (2005).

Art Director/User Interface Specialist

Eric Stumbaugh Design (www.ericstumbaugh.com)   2001 - 2003, ongoing; Toronto, ON; New York, NY; San Francisco, CA

Partnered with several Bay-Area studios in the development of interactive projects, including user experience development, user interface design, and creation of digital brands and businesses. Clients include Hewlett-Packard, Ideo, Veuve-Clicquot, Peachpit Press, Fine Arts Museums of San Francisco, The Mexican Museum, and the Tech Museum.

Creative Lead

Viant Corporation (www.viant.com)   2000 - 2001, San Francisco, CA

Directed all design and production activities on multi-million dollar engagements through planning, design, and production phases. Filled two project roles simultaneously, saving the project team time and money. Responsibilities include user-centered design, information architecture, branding, creative development, graphic design and production, client contact, and creative team management.

EDUCATION

B.S., Graphic Design/Communication and Journalism

Washington University
St. Louis, MO

SKILLS

Applications for Design and Production:

Flash Pro, Flex, Photoshop, Illustrator, Dreamweaver, After Effects, Logic Pro, DVD Studio Pro, Acrobat, InDesign, Fireworks, QuarkXPress, BBEdit, MS Office and just about everything else

Programming Languages:

Standards-compliant XHTML/CSS, object-oriented Actionscript 2.0/3.0, Flex MXML, PHP, SQL, Javascript, AJAX

Spoken Languages:

Fluent English and French, conversational Spanish

Platforms:

Macintosh, Windows, UNIX