
PROFILE

- * Recent Interaction Design graduate with a passion for people-centric design, social media, and sustainability. Has a strong interest in graphic design and typography, design thinking, user experience, innovation and new media, photography, urban planning/design, and the city of Vancouver! Thoughtful, creative, motivated, always enjoys learning and sharing new things, and works very well under pressure and on time constraints, in a team or individually.

EDUCATION

SIMON FRASER UNIVERSITY *BSc Interactive Arts; Interaction Design* sept 2002 - dec 2008

- * Attended the School of Interactive Arts and Technology at the SFU campus in Surrey, BC.
- * Elected to the Interactive Arts and Technology Student Union in 2004, as Director of Technology.
- * Conducted usability tests, participatory design workshops and interviews, researched design industry precedents, created interactive new media art and video pieces, conceptualized and designed countless information models, journey frameworks, project presentations, idea proposals, and designed/built/coded/defined project prototypes.

ITALIA DESIGN FIELD SCHOOL *Gruppo Cinque; 1 of 14 students* jan-dec, 2008

- * Member of a year-long study of Italian design and innovation, with major in-field components from central to northern Italy.
- * Performed extensive research and planning pre-trip; completed ethnographic user studies, architectural surveys, formal and informal interviews (in English and Italian), site, factory, and studio tours, and extensive documentation in-field; and completed findings analysis, synthesis, production, and publishing post-trip.

INDUSTRY EXPERIENCE

ELECTRONIC ARTS CANADA *QA Guidelines Compliance Advisor* oct 2004 - aug 2005, may-aug, 2006

- * Responsible for testing titles and advising development team on compliance issues related to guidelines set by Microsoft.
- * Accountable for Xbox Live compliance testing of MVP2005, and FIFA06 and NHL06 in unison, and provided additional advising for a number of titles including Champions League 2005, NBA Street v3, Time Splitters, Marvel Nemesis, and on both the Xbox and Xbox 260 consoles; NBA Live 07, FIFA 07, NHL 07, and Need For Speed: Carbon.
- * Implemented and managed the QA Compliance Team Sharepoint website, worked with coworkers to create training documents for future compliance testers, and trained and mentored new testers.

PROJECT EXPERIENCE

SEA BREEZE POWER CORP. *Co-Project Manager, and Participatory Designer* jan-apr, 2006

- * Worked with Sea Breeze Power Corp. to develop a solution to problems surrounding their website.
- * Followed Participatory IT Design methods including in-situ interviews, participatory design workshops, data collection and analysis, information mapping, and prototyping. Designed potential solutions based on the findings, and provided recommendations for future implementation. After the project, the company adopted many of our proposed solutions.

OTHER EXPERIENCE

- RBOSTYLE** *Designer, Writer, Coder* 2002-present
- * Created countless websites for personal interest, including blogs, fan sites, and portfolios.
 - * Designed and updated a number of websites for small businesses, university election campaigns, and interest groups.
 - * Maintained a personal daily photoblog for 365 days, after a few years of triweekly photo publishing.
- SEATTLE DESIGN CHARRETTE** *Tour Guide and Mentor* oct 2007, oct 2008
- * Mentored 2nd year students on a 3-day design charrette in Seattle, WA.
 - * Responsibilities included conducting walking tours of sites of interest, assisting in ideation processes, and acting as a source of knowledge and inspiration both during the charrette, and after.
- BC ELECTIONS** *Voting Clerk, Assigned Spare* may 2001, may 2009
- * As Voting Clerk, performed various duties including maintaining Voting Book, counting ballots, and assisting voters.
 - * As Spare, executed duties of Voting Clerk, and Officer; Information, and Registration Officer; and Voting Place Supervisor.

TECHNICAL SKILLS

(Mac experience: 11 yrs, PC experience: 18 yrs)

EXPERT KNOWLEDGE

- Adobe Creative Suite (includes Photoshop, Illustrator, After Effects, Flash), hand-coded, valid HTML+CSS, Microsoft Office.

INTERMEDIATE/WORKING KNOWLEDGE

- Final Cut Pro, Max/MSP, Arduino, 3D Studio Max, Cinema 4D, PHP, JQuery, Actionscript, Google Sketchup, and more.

PROFESSIONAL SKILLS

- * Exhibits excellent written and verbal communication skills, critical attention to detail, a very strong work ethic, a wide breadth of experience, and a laid back sense of humour. Able to manage the responsibility that comes with working on a strict timeline, and thrives on the "flow" that often surfaces when stress is involved. Learns new skills very quickly and eagerly.
- * Enjoys working as an individual, in small teams, or in large groups. Is an excellent motivator, unifier, and moderator in team settings, and appreciates/respects the diversity of skills and opinions that are present in teams - acknowledges that this benefits all team members in the end, as well as the final project result.

References: Available upon request.

For more information, please visit my portfolio at <http://rwhitespace.com>

I can also be found on Facebook, LinkedIn, Flickr, Tumblr, and Twitter... and blading/walking around the sea wall on a nice day, or shooting photos anywhere between UBC and Abbotsford, from 0 Ave in Surrey up to Grouse Mountain in North Vancouver.