

JOSHUA SEAVER

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www.joshuaseaver.com x www.linkedin.com/in/jseaver

INTERACTION / EXPERIENCE / GRAPHIC DESIGNER

Innovative Technology Professional with solid educational background and skilled practice applied to architecting Interaction and Experience Design for the users of world-class creative software applications.

Experience/Interaction/Graphic Designer—Leveraging creative, artistic, and technical talents to produce stunning interface, promotional, tutorial, and educational materials.

Collaborator/Communicator—Known for ability to achieve cohesion and onboard diverse stakeholders. Skilled in navigating and negotiating design compromises and communicating competing interests to deliver features on time and on budget.

Expert Educator—Exceptional ability to communicate technology to both nontechnical and technical users. Skilled in presenting complex concepts in clear language with a passion for making technology accessible to everyone.

Team Motivator/Connector, Project Manager—Form solid relationships with team members, providing the tools and resources needed to build skills and confidence, fostering team creativity and productivity. Able to lead the entire project lifecycle in close collaboration with stakeholders to bring interactive technology to life.

PROFESSIONAL EXPERIENCE

WEAVER LABS, San Francisco, CA

2014-2015

Content Director

Creatively directed artists, video producers and others in illustrating and animating content for next-generation messaging App.

- Developed pixel-perfect UX and UI mockups for Apple Watch, for Apple Watch, iPhone and Android.
- Creative direction and graphic design for marketing materials for social media, conventions and print.

PIXAR ANIMATION STUDIOS, Emeryville, CA

2009-2013

Interaction Designer

Brought onboard for talents across multiple facets of Design, including Interaction, Experience, and Graphics Design. Integral part of UX team working to enhance Presto, Pixar's in-house moviemaking software.

- Analyzed feature requests, gathered requirements, and communicated with users to understand the desired outcomes of the software; Collaboratively designed workflows, mockups, specifications designs with engineering.
- Created images, text, and video for engineers to specify interaction flow.
- Led presentations to effectively demonstrate software to technical & nontechnical staff.
- Leveraged creativity in graphic design to create posters to promote new features of software, entertaining tip sheets to help the users experience, icons, video tutorials, etc.
- Developed and taught several classes for Pixar University, including "Managing Your Inbox," "Email Etiquette," and "Integral Office Happiness—Loving Your Work Day."

*Visualizing the unseen with
simplicity and beauty.*

KEY STRENGTHS

Illustration & Storyboarding
Sketching and Prototyping
Instruction | Resource Development
3D Scanning | Modeling | Printing
Character & Level Design/Games
Graphic Design | Print & Web
Kiosk & Environment Design
Design Iteration
User Interviewing
Empathy & Mentoring
Excellent Communication Skills

EXPERIENCED IN

Company Culture Building
Online Marketing
2D & 3D Animation
Web Application Scripting
Agile Development
Non-Linear Editing & Compositing
Web Programming
Video Streaming
CD & DVD Authoring

SOFTWARE/HARDWARE

Photoshop CC | Illustrator CC
Sketchbook Pro | OmniGraffle
Flash
Final Cut Pro X | Motion | Premiere
Keynote | Antetype
Novel Human Computer Interfaces
Unique Projection Environments
Maya 2014 | Modo 7 | Mari 1.6
3D Scanning | 3D Printing
Linux | Mac OS X | Windows
Wiki Customization
Logic | Python
Excel | Word
Pages | Numbers

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PROFESSIONAL EXPERIENCE

GAME SALAD (Formerly Gendai Games, LLC.), Austin, Texas 2008-2009

Co-Founder/Product Manager/Chief Evangelist

Key contributor to the startup of this software development company with the mission of creating software applications, allowing nontechnical users to develop iPad and iPhone games. Instrumental in technology design as well as user interface and user experience for this industry-changing game creation tool.

- Acted as Evangelist, building community support, teaching classes, communicating with users for feedback on the software, and creating instruction videos and promotional items.
- Influenced the company's technical path leading to widespread adoption of the product. Developed company's brand identity, including the company mascot, as well as promotional items, including and banners, posters, t-shirt and button giveaways, etc.

ENTERTAINMENT TECHNOLOGY CENTER, Adelaide, Australia & Pittsburgh, Pennsylvania 2006-2007
Interdisciplinary graduate program helping artists, producers, and programmers create innovative location-based and video-game experiences.

Technical Artist/Creative Designer

Participated in the XO Game project. Determined pipeline and the creative design of games. Coded prototypes of games for children in developing countries for the One Laptop per Child's XO laptop.

- Created 3D models, animations, and artist's tools using MEL script for real-time 3D clothing design PC video game.
- Co-produced art and coding for a research project to create interactive pre-visualization tools for video games.

SCIENCE MUSEUM OF MINNESOTA 1994-2006

New Media Manager (2001-2006)

Built and managed creative teams of developers to create educational multimedia for websites, kiosks, DVDs, and exhibits, including the "Robots and Us" exhibit. Managed budgets, wrote grants, coordinated collaboration between museums and researchers, and planned and implemented technical specifications and infrastructure.

Created 2D/3D scientific visualizations, simulations, and animations. Authored 3D games through programming, 3D modeling, and texture art. Published database-driven websites and PHP, video streaming.

PROFESSIONAL DEVELOPMENT

CARNEGIE MELLON UNIVERSITY, Pittsburgh, Pennsylvania
Master of Entertainment Technology

MACALESTER COLLEGE, St. Paul, Minnesota
Bachelor of Arts with Honors in Studio Art

AWARDS AND SCHOLARSHIPS

IGDA GDC STUDENT SCHOLARSHIP RECIPIENT—One of 25 students nationwide to receive the Independent Game Developers Association (GDA) Game Developer's Conference (GDC)

APPLE WWDC STUDENT SCHOLARSHIP RECIPIENT—Awarded a full conference scholarship to the Apple Worldwide Developer's Conference.

MACALESTER COLLEGE ART DEPARTMENT OUTSTANDING ACHIEVEMENT AWARD

PROFESSIONAL ORGANIZATIONS

SIGCHI (ACM Special Interest Group in Computer/Human Interaction) 2011-Present

VOLUNTEER EXPERIENCE

Regional Coordinator and Skill Mentor • YOUNG MAKERS February-May 2010-2013
Work with youth teams on mechanical and electronic projects culminating in noncompetitive exhibition at Make Faire in San Mateo.