

MARC HAUMANN

industrial + interaction designer

objective

To contribute to interdisciplinary teams working on user experience, interface, and industrial design projects.

skills

Proficiency with Mac, iOS and Windows, Photoshop, Illustrator, Flash, InDesign, Final Cut Pro, HTML5, CSS3, Javascript, SolidWorks, wireframing, rapid prototyping, sketching, digital photography workflows. Strong graphic design skills.

work experience

ANCHAL PROJECT / Web Programmer / 2010

Converted Illustrator concepts into fully functional website with CMS backend. Established email boxes and forwarding for the organization.
<http://www.anchalproject.org>

RISD 2ND LIFE CENTER / Co-Director / 2010

Developed graphic identity, web design for an art supply recycling center at RISD.

DEFINITIVE STORIES / Interaction Design Intern / 2009

Designed innovative user experiences for web and mobile devices, utilizing new models for storytelling and interacting with digital media. Collaborated with internationally acclaimed photojournalist Colin Finlay.

DEFINITIVE PARTNERS / Design Intern / 2008

Created graphics and marketing for Definitive Partners and their clients. Organized and archived library of thousands of photographs. Worked directly with Creative Director and management team.

PIXAR ANIMATION STUDIOS / Production Assistant / 2007

Managed printing and finishing of 3D rapid-prototyped models for use in a state-of-the-art attraction at Disneyland California Adventures.

education

RHODE ISLAND SCHOOL OF DESIGN / 2010

BFA Industrial Design with Honors

distinctions

RISD INDUSTRIAL DESIGN SHOW / 2010

Exhibited full-scale, tensile fabric lunar ladder concept (from collaborative work with NASA).

DESIGN CONTEST / 2006

3rd place: web portfolio design catering to deviantART users.

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