

T O M K E E N

Personal Web: Elladoria.com

LinkedIn: www.linkedin.com/in/tomkeen

SKILL HIGHLIGHTS

DESIGN

- Interaction Design & Development
- User Experience Design & Modeling
- Product Goals to Functionality Analysis
- Information Architecture
- Competitive Analysis
- Multi-platform / Responsive Design
- Usability Testing
- Use Flow / View Transitional Design
- Asset Management & Formatting
- Content Development & Copy Writing
- User Interface Design
- Wireframes & Layout Comps
- Interactive / Functional Prototyping
- HCI Standards
- Card/Paper Prototyping
- Storyboarding
- Style Guides
- Font Design & Development
- Localization Design Support
- Collateral Materials
- End User Advocate

TOOLS & TECHNOLOGIES

- Adobe Photoshop and Illustrator
- Microsoft Visio
- Sketch (Bohemian Coding)
- Visual Studio & Visual Studio Code
- Xcode
- IntelliJ IDEA, PhpStorm (& Other JetBrains Tools)
- Android Studio
- UltraCompare
- Adobe Animate (Flash), ActionScript & JSFL
- Adobe Premier & AfterEffects
- Cross-Browser Compatibility
- Version Control Systems (Git, TFS, etc.)
- Microsoft Word, Excel, & Outlook
- Eye on the Future / Technology Flexibility & Agility
- Unity 3D (C# Focused)
- Adobe Experience Design (XD)
- HTML, XHTML, CSS, & SCSS/SASS
- PHP, MySQL & ASP.NET MVC
- JavaScript (inc. NodeJS)
- AngularJS, jQuery, Moment.js, & Grunt
- Cordova & Ionic
- C#, C++, XML & JSON
- Jenkins & MSBuild
- Apache, Unix, Linux, & IIS
- Cross-Platform Integration
- Workflow & Asset Management
- Comfortable on a Command Line

PROFESSIONAL

- Concept & Delivery Presentation
- Client/Partner Relations & Correspondence
- Software Consultation & Training
- Time Management & Multitasking

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RECENT WORK HISTORY

- Senior Developer
iHealthHome, LLC
Employed: August 2016 ~ Present
Seattle, WA
- Design & User Experience Lead for Xbox Fitness (Game Designer)
Microsoft
Employed: Contracted October 2013 ~ July 2014
/ FTE July 2014 ~ July 2016
Redmond, WA
- Lead ActionScript Developer
343 Industries (Microsoft) - (Contracted via Wimmer Solutions)
Employed: August 2013 ~ September 2013
Kirkland, WA
- Director of Software and Senior UI Designer / Developer
nobodinos, LLC
Employed: July 2012 ~ May 2013
Redmond, WA
- Senior Technical Artist, UI / Interactive Designer & Developer
Zipper Interactive (Sony Computer Entertainment)
Employed: Contracted June 2010 ~ March 2011
/ FTE April 2011 ~ June 2012
Redmond, WA
- Senior Software Engineer, UI / Interactive Designer & Developer
Monolith Productions, Inc. (Warner Bros. Interactive Entertainment)
Employed: Contracted September 2007 ~ June 2008
/ FTE June 2008 ~ January 2010
Kirkland, WA

NOTE: Additional, Shorter Term, Contract Information can be Found on My LinkedIn Profile and Portfolio Site

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ACCOMPLISHMENTS & EXPERIENCES

- Served as User Experience and Overall Design Lead for "Xbox Fitness," seeing the game through many high-profile, user-facing changes including the addition of a Kinect-less experience.
- Served as UI and Interactive Designer on Six, AAA video games: "Condemned 2: Bloodshot," "F.E.A.R. 2: Project Origin," "MAG," "SOCOM 4: US Navy SEALs," "Unit 13," and "Xbox Fitness"
- Launched and supported a Flash-based, Facebook game: "Bottom Feeders," including development of web application, services, database, and full Facebook integration.
- Developed a User Testable Product Prototype from Spec to Usability Tests in Four Weeks.
- Designed, engineered and developed Flash-based sites for localized (multilingual) support; using Flash integrated XML, HTML, and CSS.
- Oversaw and maintained upwards of 10 client sites; including all design, development, and content.
- Designed and developed logos and branding materials, animated promos, web sites, advertisements and collateral materials to clients' and partner satisfaction.
- Managed teams of up to 10 designers and/or developers with some additional contract resources for shorter periods.
- Analyzed client and internal workflows and technologies to implement changes to increase productivity and ease designer and developer workflows.
- Developed and supported a Macintosh conversion of a Windows game expansion.
- Produced and managed computer-generated animation for KIRO News.

EDUCATION

Interactive Media Design / Multimedia & Web Design
Associate of Applied Arts (Graduated with Honors)

The Art Institute of Seattle
March / 2006