Sean Russ Johnson

UX Designer, Process, Product, UI

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Overview

I strive to make interactive experiences that people find useful, beautiful, intuitive, and compelling. My creative process involves melding my dominant intuitive side with a more formalized and researched approach, relying on as much data and background work as possible.

I've prototyped software features, wireframed websites, designed videogame interfaces, architected mobile apps, animated TV spots, and scripted client pitches. I'm full of great ideas and I work tirelessly to strengthen brand and create user-centered experiences.

I've managed and mentored my fellow artists, and I've worked closely with blue-chip clients like Ford, Burger King, United Airlines, USPS, and Frito-Lay.

My experience is uniquely broad, which makes my ability to translate experiences across mediums and form factors uncommon.

My skillset includes:

- Managing, mentoring and supporting creative teams
- Working with, shepherding, and managing clients and their expectations
- Expert in Adobe Creative Suite
- Varying knowledge in a number of wire framing/prototyping solutions such as Axure RP, Invision, Moqups, Balsamic Mockups, and Adobe XD

EXPERIENCE

SUITABLE TECHNOLOGIES - Lead UX Designer
December 2013 to Present
- Make strategic design and user experience considerations geared toward improving our software products.
- Brainstorm, collect, triage and iterate new software features and functions as part of a development team.
- Translate indistinct concepts into intuitive experiences.
- Revise software feature set based on discussion, conception, sketching, wireframing and prototyping
- Melding stakeholder desires into user-focused design considerations.

IMAGINATION DETROIT – HMI / Digital Art Director
July 2013 to December 2013
- Concepted screens for HMI/Digital Dashboard initiative for Ford Motor Company/Lincoln
- UX/UI/design work on various digital experiences for Ford 2014 auto shows
- Concepted and designed mobile apps, including Augmented Reality tie-ins

UBM STUDIOS - Senior Art Director
June 2011 to July 2013
  - Wireframe and design b2b web sites for both browser and mobile spaces.
  - Edit video and create motion graphics for client and in-house projects.

ADELSTEIN/LISTON - Broadcast Graphics Artist
May 2010 to November 2010
  - Created motion graphics for broadcast television commercials.
  - Worked with political consultants and editors to create emotive spots for political candidates.

MIDWAY GAMES - User Interface Designer
June 2007 to February 2009
  - Wireframed and designed game interfaces. Created illustrations and icons. Animated screens
    and cinematic sequences. Created moodboards for forthcoming titles. Built working
    interfaces in Flash or within our proprietary game-framework application.
  - Mentored newer artists.
  - Games I worked on included Mortal Kombat, NBA Ballers, Blitz the League, and Wii Game
    Party.

MOTIONPOP - Co-Founder/Creative Director
February 2005 to December 2007
  - Co-founded a digital signage implementation company. Wireframed and designed an
    enterprise-level animation-distribution application. Managed the outside development team
    that built the application and client software.
  - Created a library of 50 promotional animations for use within the software.
  - Managed the client expectations and creative needs of our primary client, Burger King.

ALLURE FUSION MEDIA - Creative Lead
June 2000 to November 2004
  - Designed and animated LCD menuboards and promotional screens for QSR and retail clients.
  - Created libraries of motion graphic animations. Managed clients creative needs.
  - Clients I personally managed inc luded United States Postal Service and Blockbuster.
  - Clients I worked with but did not manage included McDonald's, Coca-Cola, Popeye's Chicken,
    Borders, and AMC Theaters.

FRANKEL & CO - Senior Interactive Designer
January 1998 to June 2000
  - Designed promotional websites. Created an entire holiday promotional mini-site for a Target.
  - Animated digital signage screens for United States Postal Service.
  - Clients included Target, Frito-Lay, United Airlines, Nestle and USPS.

COMPUSERVE - Interactive Designer
January 1997 to January 1998
  - Designed web pages porting online service to the web. Created a library of GIF animations.

METATEC - Interactive Designer
June 1994 to January 1997
  - Designed and illustrated screens and animations for various multimedia CD-ROM products.

EDUCATION

Ohio State University - B.S. in Political Science