

Portfolio:

Hi!



I love teaching courses in interaction design and development.

I have over a decade of experience working multi-disciplinary teams seeing products from conception to completion.

I want to change the world.

education

Savannah College of Art and Design

Interactive Design and Game Development 2010 – present
Master of Fine Art, Current GPA: 3.85/4.0
Focus on interactive design, design management and data visualization
Projected Graduation: March, 2013

Winnow Management Training

Scrum Alliance Certified ScrumMaster Course 2010
PMP Project Management Training 2009

Edward Tufte Seminar

Presenting Data and Information 2008 & 2010

University of Cincinnati

College of Design, Art, Architecture and Planning 1997 – 2002 | Cincinnati, Ohio
Bachelor of Science in Design, Magna Cum Laude, GPA: 3.81/4.0
Digital Design Program

academic experience

Miami University

Interactive Media Studies, Assistant Director Fall 2011 – present | Oxford, Ohio
Armstrong Institute for Interactive Media Studies is a trans-disciplinary program with students and faculty from a variety of disciplines. As Assistant Director, I lead a variety of tactical and long-term initiatives while fostering relationships with industry and local high schools.

Interactive Media Studies, Lecturer Fall 2011 – present | Oxford, Ohio
Serving on curriculum committee assisting in the creation of new courses, developing ways to connect students socially and led committee on online course development. Courses are focused on interaction design, development, usability, project management and product management.

School of Fine Art, Visiting Faculty Spring 2011 | Oxford, Ohio
Taught interaction design and development to graphic design students.

University of Cincinnati

College of Design, Art, Architecture and Planning
Digital Design Adjunct Instructor 2003 – 2010 | Cincinnati, Ohio
Taught a variety of studio classes in digital media including motion graphics, digital design fundamentals, interaction design and development. Also taught a seminar in adapting to emerging technologies.

industry experience

Cengage Learning

Program Manager/Lead Product Owner 2010 – 2011 | Cincinnati, Ohio
Led a large multi-disciplinary and multi-site team developing MindTap, an innovative multi-device online learning platform released in fall 2011 that was seen as the company's flagship digital product. Worked directly with students, instructors, marketing, customer support, editorial teams, production teams and other internal stakeholders and synthesize input to define and guide the vision, UI/UX, development and instructional design of the product using Agile and SCRUM methodology. Developed rough proof-of-concept wireframes, wrote user stories and served as primary internal point-person.

Aplia Product Manager 2009 – 2010 | Cincinnati, Ohio
Led a small multi-disciplinary team in the development of an ebook platform called Aplia Text from the ground up in less than seven months. Researched, defined and designed the product using IDEO-style summits, Agile and SCRUM methodology. Developed proof of concept tech demos, oversaw development, assisted with XML production process and coordinated with internal sales and marketing. Two years after launch, platform was the most-used, highest-rated by customers and most stable ebook platform in the company and was seen as a

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Experience & Recommendations:
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benchmark for the intuitive and innovative nature of the product.
Technology Project Manager 2007—2009 | Cincinnati, Ohio
Worked on CourseWare, a product serving the unique needs of extremely large, college-level classes. Designed and built rich dashboard-style data visualization analytics for instructors that informed similar approaches throughout the company. Product doubled revenue every year before being folded into Aplia.

KGB Advertising

UI Designer + Account Manager 2005—2007 | Cincinnati, Ohio
Developed and managed both interactive and motion-graphic solutions, responded to requests for proposals and developed promotional pieces that resulted in growth in business with the health care industry.

Zender + Associates

Digital Designer + Account Manager 2003—2005 | Cincinnati, Ohio
Created solutions for broad range of clients. Responsible for all stages of a project's development including the initial contact with clients to design, prototyping, production, final launch of the project and postmortem/follow-up.

ArtieKuhn.com

Freelance Designer 2001—2003 | Cincinnati, Ohio
Developed a wide range of projects for a diverse client base. Conceptualization of interfaces for early location-aware handheld devices, CD-ROMs, handheld game design and websites. Also worked on Pokémon, Transformers, G.I. Joe and Spiderman toy lines.

honors & membership

MindTap presented at the **TED Conference** in March 2011
Savannah College of Art and Design Honors Graduate Scholarship
Featured in **Type In Motion 2**, by Matt Woolman published by Thames & Hudson
I.D. Magazine 2003 Annual Student Design Awards — Honorable Mention
Macromedia Site of the Day (October 26, 2002)
Member of IxDA

skills

Primary Skills:

- Agile Project Management using Scrum Methodology
- Art Direction
- Data Visualization
- Client Relations
- GTD
- IDEO-style "Deep-Dive Summit" Facilitation
- Interaction Design and Development
- User Research
- Teaching

Programming/Markup Languages:

- Expert in **HTML**, **CSS**, **JavaScript**, **ActionScript** and various **XML** schemas
- Proficient in **PHP**, **MySQL** and **jQuery**
- Basic understanding of **C++**, **iOS Development** (for iPod/iPhone/iPad native Apps in **Objective-C**), **Processing**, **Classic ASP**, **ASP.NET** and **Flex**

Software:

- After Effects
- Cinema 4D
- Cornerstone (SVN)
- DVD Studio Pro
- Director
- Encore
- Final Cut Pro
- Flash
- Illustrator
- InDesign
- Motion
- Photoshop
- OmniGraffle
- OmniOutliner
- OmniPlan
- Subversion
- TextMate
- Xcode