BEN ADAMSON
INTERACTION DESIGNER

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218.688.1145
benadamson.com

Qualifications

· Responsive web, user interface, and user experience design with clarity at heart.
· A meticulous eye for the details. Enamored with people-centered design and hand-crafted code.
· Diverse professional experiences. Proficient with modern design tools and trends.

Education

Master of Science – Graphic Design
Interaction Design Emphasis

· University of Minnesota – 3.97 GPA
· Thesis Concentration: User Experience Design & Web Usability

Bachelor of Science – Graphic Design
Entrepreneurial Studies Certificate

· University of North Dakota – 3.98 GPA
· Recipient, EJ Larimore & SP Mathews Scholarship
· Honor, Graduated Summa Cum Laude

Associate of Arts – Liberal Arts & Sciences

· Northland College – 4.0 GPA
· Member, Phi Theta Kappa Honor Society

Skillset

Software Competency

· Adobe Creative Suite
· Adobe DPS
· Microsoft Office Suite
· Axure RP
· Balsamiq
· OmniGraffle

Front-End Development

· HTML
· CSS
· jQuery
· Wordpress

Experience

Senior Interaction Designer, Online Platforms — Syracuse University

· Syracuse, NY · July 2013 – Present; Interaction Designer · July 2013 – January 2015
· Leading creative team and mentoring student consultants. Imparting design insights and technical considerations to ensure consistency and quality from one project to the next.
· Creating comprehensive design solutions. Consulting on existing designs to offer improvements and refinements that address visual, accessibility, and UX/usability concerns.
· Documenting design standards and best practices. Pursuing a strict adherence to the University brand.

Graduate Assistant & Instructor — University of Minnesota

· St. Paul, MN · January 2012 – May 2013 · *Design and Factors of Human Perception, Web Design*
· Teaching undergraduate students best practices in user-centered design for the web.
· Evaluating and grading website designs and standards-compliant code (HTML5 & CSS3).

Designer — Ancient Wisdom Productions

· Ithaca, NY · June 2012 – August 2012
· Wireframing and designing websites for local/area businesses and organizations.
· Drafting internal marketing materials including Apple iBooks for iOS devices.

User Experience Intern — Crux Collaborative

· Minneapolis, MN · June 2011 – December 2011
· Assisting in the IA, design, and development of both internal and client projects.
· Coordinating user testing and research in the company's usability lab.
· Providing content strategy assistance; content audits/inventories.