

Byron Seese

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skill summary

User-Centered Design
Mobile UX
Interaction Design
Content Strategy
Wireframing & Prototyping
Usability Testing
User Research
Agile

software

Adobe Product Suite
Axure
Sketch

languages

HTML5, CSS3, JQuery

profile

I am a designer, a user advocate and a part time artist with over 20 years of experience across a spectrum of design. I practice user centered design principles, basing design decisions on user needs and business goals, for the ever-changing digital landscape.

education

The Art Institute of Boston at Lesley University, Boston, MA
BFA in Graphic Design, 1997

Ohio Wesleyan University, Delaware, OH
BA in Fine Arts - Concentration in Photography and Sculpture, 1993

experience

Senior UX Designer

PeopleFluent - Waltham, MA

January 2012 to Present

Peoplefluent is an HCM technology company that provides a suite of cloud based products to improve employee engagement and aid in HR processes. As a senior UX designer, I help drive the end-to-end user experience ensuring that we incorporate user centered design techniques and focus on delivering strategic and meaningful user experiences.

- Lead design activities with engineering teams and product managers
- Execute user flows, scenarios, data visualization, product wireframes, and interactive prototypes for mobile and web platforms
- Design and execute user research studies
- Develop detailed UI documentation and design patterns

Principal Designer, Project Manager

BlueMandible Design - Newburyport, MA

April 2010 to January 2012

Lead designer for web based applications and websites, interactive presentations, infographics, interactive kiosk design and motion graphics

- Lead UI website design and css/html front end development
- Developed web and broadcast ready motion graphics and animation
- Designed museum kiosk and interactive experience development
- Maintained client relationships and outreach
- Managed subcontracted developers

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Senior Interactive Designer

CaseSight, Inc. - Boston, MA

January 2006 to April 2010

Senior/lead role for trial litigation support including interactive presentations, informational graphics, and broadcast/motion graphics.

- Served as client liaison and worked individually with clients on graphic development
- Information architecture and user interface for courtroom interactive presentations
- Supervised and provided art direction for junior designers

Art Director

Krent / Paffett / Carney Inc. Experience Design - Boston, MA

July 2005 to January 2006

Lead designer and project manager for rich media museum exhibit installations including interactive kiosks, motion graphics and Flash based games alongside environmental designers.

- Sole designer of information architecture and user interface
- Provided video editing and direction
- Worked with the creative director in supervising freelance designers and managing client relationships
- Managed multiple, concurrent projects in different lifecycle stages

Senior Interactive Designer

Animation Technologies, Inc. - Boston, MA

February 2003 to July 2005

Lead designer for projects including sales and training cd-roms, interactive presentations, websites and broadcast/motion graphics.

- Designed information architecture and user interface for on-screen interactive presentations
- Developed and executed creative direction
- Supervised and provided art direction for junior designers

Principal Designer, Project Manager

BlueMandible Design - Somerville, MA

March 2001 to February 2003

Web, Interactive and multimedia design for projects from initial inception to launch.

- Web design and front end development
- Motion graphics and animation
- Interactive presentations and cd-roms
- Design Consultant

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Experience Design Manager, Senior Designer

ZEFER Boston, MA - July 1999 to March 2001

Managed the day-to-day activities and long-term goals of the Experience Design team, working directly with the Creative Director.

- Designed staffing and resource allocation tools and recruited new talent
- Designed and implemented mentoring and training programs
- Provided design and organizational direction on internal and external projects
- Supported client development efforts through proposal generation and client interaction

Graphic Designer, Project Manager, Studio Manager

Ark Studios Boston, MA - August 1997 - July 1999

Assisted in management of creative team and day to day business operations. Provided creative direction to other designers and acted as lead designer on projects.

- Strategic client acquisition and operational needs
- Designed information architecture and user interface for on-screen interactive presentations, cd-roms, interactive kiosks and motion graphics
- Performed various operations-based duties including managing financial information, client accounts, administration of benefits and payroll
- Supervised and provided art direction for other designers
- Maintained production schedules and budgets