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BENJAMIN SMITH

EDUCATION

University of Washington
2008–2012
B.Des in Interaction Design
Interaction Design Program GPA: 3.74

**Hochschule für Gestaltung
Schwäbisch Gmünd**
Oct 2011 – Feb 2012
Interaction Design

SKILLS + SOFTWARE

Adobe Creative Suite
Photoshop / Illustrator / InDesign / Animate
After Effects / Premiere / XD

Prototyping and Application Design
JetBrains / Visual Studio / Framer / vvvv

Languages
HTML / Object-Oriented JavaScript / CSS
PHP / Processing

RECOGNITION

Boyer & Elizabeth Bole Gonzales Scholarship
Based on my work, academic record, and scholastic achievements in the School of Art at UW

Dean's List
Annual 2012
Annual 2011
Spring 2009 – Autumn 2009

Washington Achiever's Scholarship
Based on my academic motivation and performance during high school and throughout college

Math Honor (High School)
Top 1% of Math Students Schoolwide

WORK EXPERIENCE

Microsoft Designer II
06.2012 – 10.2015
Summer 2010, 2011

At Microsoft I worked primarily on the Windows Apps team, which was responsible for all in-house app development and on-boarding prospective 3rd party apps. Working closely with Engineering, Usability, and Program Management, this team was also critical to the development of controls and app patterns with each release of Windows. I also had the opportunity to work with Nokia research, Office, Xbox, and other teams during my tenure.

Freelance Consulting Design / Development
09.2008 – present

I've taken on a variety of clients for user experience and web development projects from agencies and small businesses. I specialize in taking projects from idea to implementation.

INTERESTS + EXTRAS

In 2011, I spent six months studying abroad in Germany in a small city called Schwäbisch Gmünd, learning about the process of interaction designers from another culture. As a result I'm very interested in communication, language, and information exchange.

I enjoy building and taking apart electronics, rock-climbing, skateboarding, and learning everything I can about science and the way the world works.

REFERENCES

Axel Roesler
roesler@uw.edu
Assistant Professor, Interaction Design
University of Washington

Jeff Fong
jeff@microsoft.com
Partner Director of Design
Microsoft