

Work History

Senior Interaction Designer – Intuit Inc.

June 2010 – Present

Role: Designing the customer experience for TurboTax software

- design and iterate 'delightful' experiences to solve for customer needs as defined by tax law, customer feedback and business requirements
- work collaboratively within a multidisciplinary team in a fast-paced environment to translate complex tax scenarios into simple, easy-to-understand tasks for TurboTax customers
- produce user-flows, wireframes, prototypes and high-fidelity visual designs

Interaction Designer / Visual Designer – Freelance

2007 – Present

Recent Projects:

Tomnod in Collaboration with the San Diego Union Tribune

- A neighborhood of map San Diego sourcing user-submitted, location-based Halloween photography through social media, updated in realtime

Role: Interaction Design, Visual Design, Social Graphing

GreenTruck

- Website for an environmentally conscious local food truck:
www.greentruckonthego.com

Role: Interaction Design, Visual Design

UCSD

Worked with Graduate Department of Engineering to design prototypes for:

- a Facebook application/casual game - 'Herd It' - that gathers music tags describing songs.
- a music search engine that uses tags collected from the 'Herd It' to create song playlists based on moods, situations, genres, waveform analysis and other users choices

Role: User Experience Design, Game Design

Senior Interaction Designer – Red Door Interactive (San Diego)

2004 – Aug 2007

Role: Visual Design, Interaction Design

- Communicate design strategy, project goals and design decisions to clients and internal stakeholders
- Guide senior executives on UX strategy concerning new business initiatives
- Apply user-centered design principles and usability best practices across all Flash projects to ensure project consistency and efficiency
- Mentor and train junior designers

Work History (cont'd)

Interaction Designer / Web Designer – Gateway, Inc. (San Diego)

2002 – 2004

Role: Lead visual designer for B2B properties on Gateway.com

- Designed the information architecture and interface for the accessory store, an ecommerce site handling thousands of products
- Worked with business and product managers to provide art direction and graphic materials for promotions, product launches, micro-sites, product tours and online advertising

UI Designer, Web Designer – Avero, Inc (NYC).

2000 – 2001

Role: Lead UI designer for B2B web-based software

- Prototyping, user testing and interface design for a B2B data-mining web application
- Art direction and design of Avero Inc. corporate website

Web Designer – Irish Times (irishtimes.ie - Dublin, Ireland)

1998 – 2000

Visual design and HTML coding of micro-sites and news features sections

Technical Proficiencies

- High-fidelity visual design (Photoshop / Illustrator),
- Motion Graphic Design (Flash / Actionscript 2.0 + 3.0)
- Interaction Design (prototyping, wireframes, sitemaps, interface design, HTML, CSS layout, JavaScript)

Education

Dublin Institute of Technology, Ireland

1997 Graduate Diploma - Film Production & Theory

University College Galway, Ireland

1992 Bachelor of Arts - English Literature, Sociology & Politics

References

Available on request (or see Damien O'Malley, San Diego on Linked In.com)

