

John R. Humphrey

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Education

M. Sc., Mechanical Engineering, **KTH (Royal Institute of Technology) Stockholm, Sweden 2003-2004**
Specialization in Sustainable Energy Engineering

B. Sc., Industrial Design, Spec. in Design and Technology **North Carolina State University 1991-1997**

Fluent in English and Spanish

Digital Skills

Information Architecture, UI / Web Design, Interaction Design, 3D Modeling, Video Editing & Compositing, Sound Design

Software: Photoshop, Illustrator, Dreamweaver, GoLive, Maya, Studio, Media 100, Avid, Premiere, SoundForge, etc...

Operating Systems: Windows NT, 2K, XP :: Mac OS 1-10 :: Palm OS :: Unix, Irix, Linux

Development: Visual Basic, PHP, MySQL, HTML, Flash, DHTML

Experience

Macroscopic Laboratories, Brooklyn, NY [macroscopic.org] June 2001 – Present

Founder / Design Engineer

Community focused research laboratory/design studio specializing in information technology and energy technology. Services include industrial design and interactive design. Recent projects include software design for turbomachinery calculation tool in Switzerland, software development on interactive educational tool for the KTH department of Energy Technology and web design for a wind energy consultancy in Germany

frogdesign [frogdesign.com] May 2000 – June 2001

Designer / Information Architect

Met with clients and led project teams from start to finish of interactive design projects. Also maintained and supported our Alias Studio 3D Workstations. Clients included: Panasonic, FYE, PTC Technologies, Lechters, Blaze Software, Designed interaction system for 3D web application "2CE"

Winner of ID Magazine Interactive Design Award 2001 [2ce.com]

Organic Inc. [organic.com] April 1999 – May 2000

Information Architect

Responsible for user experience, site structure, navigation. Led project teams in creative aspects of site development from ideation to completion. Created Schematics, Site maps, product taxonomies, interactivity guidelines, etc... Clients included: Sting, Compaq, Awards.com, Tommy Hilffiger, Dunhams Sports, Chase Bank

Update Graphics, New York, NY February 1998 – April 1999

Interface Design, Information Architecture, and Site Development. Clients included: Lifetime TV, Imax, iname.com, CallSciences.com, GMGoodwrench, Homenet, IFsec.com, FleetCapital (*employee of the month award*)

XS – Studio, San Juan, PR June 1997 – December 1997

Live video assist playback & editing using a custom portable Media 100 system.

Prop Design & Construction, Site Design for the Sci-Fi movie, *Savants*

Point Productions, Boston, MA January 1997 – June 1997

Project Manager & Interface Designer

Developed software applications for Palm OS and Newton OS.

Industrial Light & Magic [ilm.com] Summer 1996

Intern

Developed Java applets and documentation for internal software. Worked in the "Saber" video compositing group.

Teaching and Lectures

School of Design Media Lab, North Carolina State University Fall 1996

Assistant Teacher: Instructed students and faculty on Video Editing and Interactive Design

Massachusetts Institute of Technology Summer 1995

Center for Educational Computing Initiatives - Seminar on Interaction Design - Invited Speaker

References Available Upon Request