

JIM CONNOLLY

Interactive Experience Designer bridging
the Technical and Creative disciplines

EXPERIENCE

ICS

Senior UX Designer, 2015 - Present

- Worked in a team on UX solutions for clients to streamline user interaction.
- Designed User Interfaces for control panels, websites, kiosks.
- Provided various design and UI animations for projects, and involved with providing workflow and animation training to the team.

T1Visions

Creative Director, 2011 - 2015

- Advanced the User Experience and Design Aesthetic of the User Interfaces for the large-format touchscreen company.
- Managed a small team of Designers and Front-End Developers.
- Responsible for the majority of the User Experience development, from sketch concepts, to wireframe designs and motion animatics, to usability of final product.
- Responsible for providing concepts and ideas quickly in a rapid deadline-driven environment, focusing on providing a high-end touchscreen experience, while showcasing the clients' content.
- Designed and developed User Interfaces for the company's custom software platform.
- Aided in UI Development using XML markup, JavaScript, and Quartz Composer.
- Worked closely with the Software Team on Concepting and executing new features.
- Assisted in additional disciplines, including Motion Graphics, HTML/CSS, and 3D modeling.
- Worked on touchscreen projects for major brands.

octo studios

Multimedia Director, 2004 - 2011

- Responsible for the majority of the design + development work in a small Multimedia shop.
- Developed Database-driven Content Management Systems in PHP + MySQL.
- Designed + Developed Websites and Web Apps, from scratch and with Open Source tools.
- Responsible for Concepting and Executing Motion Graphic Videos.
- Designed and Built games using Flash/Actionscript.
- Responsible for Client Communication and Project Management

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Multimedia Developer, 1999 - 2004

- Responsible for all Multimedia Development using Flash/Actionscript for User Interfaces, Websites, Games, Live Events, and Motion Graphic Presentations.
- Aided in HTML production, and performed occasional 3D modeling and animation.

TECHNOLOGY

Experienced: Adobe Creative Suite, Sketch, Axure, Quartz Composer, HTML & CSS, PHP & MySQL, JavaScript, ActionScript 2 & 3.

Some Experience: Cinema 4D, Unity, Unreal Engine

EDUCATION

Syracuse University

College of Visual & Performing Arts, Bachelors of Fine Arts in Computer Graphics, May 2000