

Jared M. Zimmerman

EDUCATION

2006
Rhode Island School of Design
BACHELOR OF Graphic Design
BACHELOR OF Fine Arts
CONCENTRATION IN
Fabrication Processes
Photography
Interactivity

SKILLS

Interaction Design, user testing, project management and art direction, mobile computing, social networks, locative technologies, product design, CSS, HTML, basic robotics theory and practice.

Photoshop, Illustrator, InDesign, QuarkXPress, Premiere, Flash, Scanfont, Fontlab, ArtCam, MaxMSP + Jitter, NADA, Dreamweaver, Acrobat Forms, Microsoft Office, Windows & Mac platforms

TECHNOLOGY

SOFTWARE

DESIGN

Color theory, typeface design, branding & identity, internet & editorial newspaper & magazine layouts, ideation & physical prototyping, architectural planning & basic construction, product specifications & style guidelines

Ceramics mold making, woodworking, vacuforming plastics, TIG Steel welding, small scale CNC rapid prototyping, cast jewelry design & finishing, silk-screen & offset printing

FINE ART

EXPERIENCE

2007
MetaDesign
San Francisco, CA – Interaction Designer
Working with major software, web, and consumer goods companies on user experience design. Auditing and user experiences and streamlining them through new task flows and visual systems.

03 - 07
FAIRHOUSE
Providence, RI – Owner | Partner
Creating strong brand presence and corporate identities. Positioning for target market adoption and clarity with strategy and guidelines.

06 - 07
PUNCHCUT
San Francisco, CA – Designer [non-staff]
Designing for the small screen with top tier mobile providers and MVNOs. Visual reference guide design. Creating visual style, icon and skin design for mobile interfaces. Porting of designs between varying mobile handsets.

05 - 06
Tellart
Providence, RI – Designer | Illustrator [non-staff]
Streamlining process flows for instructional graphics, project ideation and sketching, prototyping for web and multimedia interfaces. Designing Client proposal visualizations.

2004
Lunar
San Francisco, CA – Designer
Consulting on visual and industrial design for consumer goods. Promotional advertising, brand identities, web design & engineering. Preparing material specifications for mobile and desktop devices.

2004
Readymade Magazine
Berkeley, CA - Designer | Illustrator
Designing for print, direct marketing, and product packaging. Creating promotional advertising, illustrations for publication, product photography & packaging, assisting studio and on site photography shoots.

PUBLICATIONS + AWARDS

The Web Index | Influential Web Design '07
Selected works featured, Pepin Press, Amsterdam

US Department of Energy + NREL | Solar Decathlon '05
Collaborated with RISD architecture in international green building competition

Microsoft Research | International Design Expo '05
Competition winner with Matt Grigsby for RX medication distribution system

Bas Jacobs + Underware | TwoForAll: Type Design Workshop '05
Competition winner with Brandon Kauffman for modular type design

Work In Progress | RISD architectural quarterly | Issue 9, '04
Mai-Mai: a shelter in New Zealand

CONTACT

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RECOGNITION