

Jared M. Zimmerman

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Autodesk San Francisco, CA

Senior Interaction Designer - 09/10

Collaborating with engineers, visual artists, and user experience researchers to create new software solutions for architecture and design professionals with the platform solutions & emerging business team.

ICONMOBILE Santa Monica, CA

Lead Experience Design Consultant - '08

Led team designing location-based mobile map application. Worked with information architect to create a seamless experience for various mobile devices with different input methods. Directed visual designer to create an experience that was both visually rich and appropriate.

US Department of Energy + NREL

Solar Decathlon '05

Competition : Finalist with RISD architecture team in international green building competition

Travel + Leisure Magazine

Worlds Ugliest Airports '10

Publication : Selected photography featured, American Express Publishing Corporation

Rhode Island School of Design

Brown University

Ammunition Group San Francisco, CA

Senior Interaction Designer - 08/09

Led teams to design on-screen and physical interfaces, interactions, and processes for industry leaders. Managed visual designers and developers to translate wireframes and interactions into final products. Worked with clients to understand user needs through ethnographic research.

PUNCHCUT San Francisco, CA

Consultant Designer - 05/06

Designed for the small screen with top tier mobile providers and MVNOs. Created visual reference guides, icons and skins for mobile interfaces. Ported designs between varying mobile handsets.

Microsoft Research

International Design Expo '05

Competition : Winner with Matt Grigsby for prescription medication distribution system

The Web Index

Influential Web Design '07

Publication : Selected works featured, Pepin Press, Amsterdam

Graphic Design
Fine Arts

Trends in New Media Culture

MetaDesign San Francisco, CA

Interaction Designer - 07/08

Worked with major software, web, and consumer goods companies on advanced user experience design projects. Audited existing user experiences, systems, and process in order to streamline them through new task flows and visual systems. Created screeners and moderated user testing sessions.

Lunar San Francisco, CA

Designer - '04

Consulted on visual and industrial design for consumer goods. Promotional advertising, brand identities, web design & engineering. Prepared material specifications for mobile and desktop devices.

Bas Jacobs + Underware

TwoForAll: Type Design '05

Competition : Winner with Brandon Kauffman for modular type design

Concentration in Physical Interfaces
Concentration in Fabrication Processes
Concentration in Photography