

Hi!



I am a professor in interactive media studies and specialize in multi-disciplinary courses in interaction design and data visualization.

I am also an experienced interaction designer, developer and product manager and enjoy consulting on innovative digital projects.

## education

### Savannah College of Art and Design

*Interactive Design and Game Development*

2010 – present

Master of Fine Art, Current GPA: 4.0/4.0

Focus on interactive design, service design and data visualization

Projected Graduation: March, 2013

### Winnow Management Training

*Scrum Alliance Certified ScrumMaster Course*

2010

*PMP Project Management Training*

2009

### Edward Tufte

*Presenting Data and Information*

2008 & 2010

### University of Cincinnati

*College of Design, Art, Architecture and Planning* 1997 – 2002 | Cincinnati, Ohio

Bachelor of Science in Design, Magna Cum Laude, GPA: 3.81/4.0

Digital Design Program

## teaching experience

### University of Miami

*Armstrong Interactive Media Studies, Lecturer*

2011 – present | Oxford, Ohio

*School of Fine Art, Visiting Faculty*

*Kinetic Typography*

Spring 2011 | Oxford, Ohio

Developed material and taught Sophomore-level course for graphic design

students that introduced them to motion and Flash. Prepares them for a more robust course in interaction design. Storyboards, animatics, animation principles and narrative applied to linear/embedded as well as interactive/emergent pieces. Taught as a “hybrid course” with half of the course online and half traditionally.

### University of Cincinnati

*College of Design, Art, Architecture and Planning, Digital Design Adjunct Instructor*

*Design Technology 1a & 1b*

2005 - 2010 | Cincinnati, Ohio

Sophomore-level, two quarter sequence serving as an introduction to

programming and designing for interactivity. Technical issues covered included HTML, CSS, JavaScript, Flash and ActionScript. Design issues covered included user-centered design, wireframing and developing interactive systems.

*Digital Design Seminar*

2007 | Cincinnati, Ohio

Survey of emerging technologies and issues in UI/UX and motion graphics with seniors in Digital Design. Through readings, discussions and teleconference calls with design professionals, students were exposed to variations on the design process, the cultural impact of design and various career path options.

*Digital Design Fundamentals*

2003 - 2005 | Cincinnati, Ohio

College-wide, three-quarter sequence for all DAAP Freshmen that was an introduction to digital design issues as well as training in raster and vector-based graphics, 3D modeling/animation and interactivity. Course covered Photoshop, Illustrator, Cinema 4D/FormZ and Dreamweaver as well as associated design issues. In order to compensate for large enrollment (500+ students per quarter), restructured course to include lecture and break-out studio times with upper-level students facilitating. Condensed into three intensive summer sessions.

*Evening College, Adjunct Instructor*

*Digital Video 2*

2003 | Cincinnati, Ohio

Students in various programs explored issues involved in video editing and motion graphics through lecture, exercises and a visit to a motion graphics firm. Beyond providing a basic understanding of Adobe After Effects, the course was designed to also enhance understanding of two- and three-dimensional form and how to communicate with motion.

## professional experience

### Cengage Learning

*Program Manager/Lead Product Owner* 2010 – present | Cincinnati, Ohio  
Lead a large multi-disciplinary and multi-site team developing an innovative, next-generation, multi-device online learning platform to be released in fall 2011 that is seen as the company's flagship digital product with nearly 700 titles scheduled to be supported at launch. Work directly with students, instructors, sales, marketing, customer support, editorial teams, production teams and other internal stakeholders and synthesize input to define and guide the vision, design, development and instructional design of the product using Agile and SCRUM methodology. Develop rough proof-of-concept wireframes, write user stories and serve as primary internal point-person.

*Aplia Product Manager* 2009 – 2010 | Cincinnati, Ohio  
Led a small multi-disciplinary team in the development of an ebook platform called Aplia Text from the ground up in less than seven months. Researched, defined and designed the product using IDEO-style summits, Agile and SCRUM methodology. Developed proof of concept tech demos, oversaw development, assisted with XML production process and coordinated with internal sales and marketing. Two years after launch, platform is the most-used, highest-rated by customers and most stable ebook platform in the company and is seen as a benchmark for the intuitive and innovative nature of the product.

*Technology Project Manager* 2007 – 2009 | Cincinnati, Ohio  
Worked on a product serving the unique needs of extremely large, college-level classes. Designed and built rich dashboard-style data visualization analytics for instructors that have become the benchmark for similar approaches throughout the company. Product doubled revenue every year before being folded into Aplia.

### KGB Advertising

*UI Designer + Account Manager* 2005 – 2007 | Cincinnati, Ohio  
Developed and managed both interactive and motion-graphic solutions, responded to requests for proposals and developed promotional pieces that resulted in growth in business with the health care industry.

### Zender + Associates

*Digital Designer + Account Manager* 2003 – 2005 | Cincinnati, Ohio  
Created solutions for broad range of clients. Responsible for all stages of a project's development including the initial contact with clients to design, prototyping, production, final launch of the project and postmortem/follow-up.

### ArtieKuhn.com

*Freelance Designer* 2001 – 2003 | Cincinnati, Ohio  
Developed a wide range of projects for a diverse client base. Conceptualization of interfaces for early location-aware handheld devices, CD-ROMs, handheld game design and websites. Also worked on Pokémon, Transformers, G.I. Joe and Spiderman toy lines.

### Hasbro Toy Group

*Starwars Team Co-Op* Spring 2000, Fall 2000 | Cincinnati, Ohio  
Conceptualization, development and design of action figures, accessories and custom print images for the Star Wars toy line.

### STRATA-G Communications, Inc.

*Interactive Co-Op* Spring 1999, Fall 1999 | Cincinnati, Ohio  
UX, UI and maintenance of static and dynamic websites.

### Collegeview/Hobson DMI

*Design Intern* Summer 1998 | Cincinnati, Ohio  
Developed CD-based viewbooks for prospective college students.

## volunteer experience

### Quetzal Education Research Center

*Digital Designer* 2001 | San Gerardo de Dota, Costa Rica  
Along with another design student, documented, photographed and filmed work being done to promote biodiversity, conservation and sustainability.

### Young Life

*Volunteer Leader* 1997 – 2003 | Cincinnati, Ohio  
Spent 15-20 hours a week mentoring and developing relationships with high school students. Organized seasonal and weekly events.

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Portfolio:

www.artiekuhn.com

Experience & Recommendations:

linkedin.com/in/artiekuhn

## honors

Project presented at the **TED Conference** in March 2011  
Savannah College of Art and Design Honors Graduate Scholarship  
Featured in **Type In Motion 2**, by Matt Woolman published by Thames & Hudson  
**I.D. Magazine** 2003 Annual Student Design Awards — Honorable Mention  
Macromedia Site of the Day (October 26, 2002)

## skills

### Primary Skills:

- Agile Project Management using Scrum Methodology
- Art Direction
- Data Visualization
- Client Relations
- IDEO-style “Deep-Dive Summit” Facilitation
- Interaction Design and Development
- User Research
- Teaching

### Programming/Markup Languages:

- Expert in **HTML**, **CSS**, **Javascript** and **ActionScript** (2 + 3)
- Proficient in **PHP**, **MySQL**, **SQL** and **LINGO**
- Basic understanding of **C++**, **iOS Development** (for iPod/iPhone/iPad native Apps in **Objective-C**), **Processing**, **Classic ASP**, **ASP.NET** and **Flex**

### Software:

- After Effects
- Cinema 4D
- Cornerstone/SVN
- DVD Studio Pro
- Director
- Encore
- Final Cut Pro
- Flash
- Illustrator
- InDesign
- Motion
- Photoshop
- OmniGraffle
- OmniOutliner
- OmniPlan
- Subversion
- TextMate
- Transmit
- Visual C++
- Xcode