

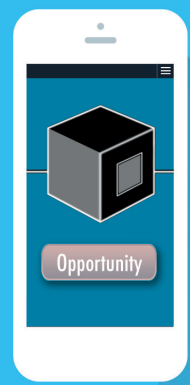


MATT CONNORS

CREATIVE MANAGEMENT
USER EXPERIENCE DESIGN
MOBILE DEVELOPMENT

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BA VISUAL ARTS PENN STATE UNIVERSITY



2016
-

Associate/Experience Designer

at Booz Allen Hamilton, Herndon, VA

Developing workflows, UI asset creation and UX implementation for Augmented Reality, Virtual Reality mobile, web, event and video projects.

Skills: UX Design, UI Design, Augmented and Virtual Reality Design, 3d Modeling, Texturing and Rendering, Estimating, Mobile Deployment Strategy, Communications Strategy

2014
2016

Senior Experience Designer

Brightline Interactive, Alexandria, VA

Built 2d and 3d interaction design concept visualizations for national agencies and direct brands. Crafted 2d and 3d visual production art assets for event-based digital interactives, mobile apps and games.

Skills: 3d Design, UX Design, UI Design, Branding, Virtual Reality Design

2011
2014

CGI App Development Manager

Quad/Creative Solutions, New York, NY (to Alexandria, VA)

Developed mobile AR campaigns with marketing, healthcare and publishing clients. Managed local and remote teams creating custom video, CGI, and UI content.

Skills: Augmented Reality, Video Production, Estimating, Product Management, UX Design, CGI Modeling

2011
2009

Media Project Manager

Quad/Graphics Media Solutions, New York, NY

Managed a team of graphics and prepress artists for editorial and ad publishing workflows. Led R&D projects in ebooks, social media, interactive print, video editing and CGI.

Skills: Client Contact, Workflows, Retouching, CGI, Presentations

2008
2006

Studio Chief

Blue Soho, New York, NY

Founded and managed this Digital Art Development studio focused on high-end retouching and image capture for photographers, advertisers, catalogs and publishers.

Skills: Team Building, Brand Management, Retouching, Workflows

2006
2004

Operations Manager

Quad/Graphics Imaging, San Francisco, CA

Managed a creative team composed of prepress artists and service specialists, coordinated scheduling of deliverables with clients and printers. Applied Lean methodologies to improve quality.

Skills: Operations, PrePress, InkJet Printing, Advertising, Teambuilding

Apps







Adobe Photoshop CC	<div style="width: 100%; height: 10px; background-color: #0070C0;"></div>
Illustrator/InDesign CC	<div style="width: 90%; height: 10px; background-color: #0070C0;"></div>
Autodesk Maya 2016	<div style="width: 80%; height: 10px; background-color: #0070C0;"></div>
Unity 5 3d	<div style="width: 70%; height: 10px; background-color: #0070C0;"></div>
Basecamp/Trello	<div style="width: 60%; height: 10px; background-color: #0070C0;"></div>

Channels

Print/PrePress	<div style="width: 100%; height: 10px; background-color: #0070C0;"></div>
Video/Animation	<div style="width: 90%; height: 10px; background-color: #0070C0;"></div>
Mobile Development	<div style="width: 80%; height: 10px; background-color: #0070C0;"></div>
CGI/Augmented Reality	<div style="width: 70%; height: 10px; background-color: #0070C0;"></div>

Skills

Concept Development	<div style="width: 100%; height: 10px; background-color: #0070C0;"></div>
Creative Management	<div style="width: 90%; height: 10px; background-color: #0070C0;"></div>
User Experience Design	<div style="width: 80%; height: 10px; background-color: #0070C0;"></div>
User Interface Design	<div style="width: 70%; height: 10px; background-color: #0070C0;"></div>
Workflows (Agile, Lean)	<div style="width: 60%; height: 10px; background-color: #0070C0;"></div>

-  connorsdigital.com
-  tinyurl.com/mffs4as
-  pinterest.com/mconnors
-  twitter.com/matt_connors
-  flickr.com/photos/mseydelconnors
-  mseydel7@gmail.com

Clients for Quad/Graphics included LEGO, McGraw/Hill, AMEX, Conde Nast, Williams-Sonoma, The Smithsonian and National Geographic. Clients for Brightline have included Verizon, Toyota, and Marvel.