

Kris Young: UX/UI & Motion Design kris@hybridflight.com www.hybridflight.com

I create stories, and find the best way to tell them. Employing technologies such as Silverlight/WPF and touch/gesture, I've defined and designed the UX and UI for web, mobile, and hardware applications. Also, I created motion graphics for Hollywood, including film trailers, shorts, and music videos.

Experience:

**CISCO SYSTEMS, INC: Seattle, WA**

1/11 - Current: (Contract) User Experience Designer

-UI/UX design for Prosumer group, focusing on product and service based experiences.

**KIHA SOFTWARE (a Vulcan Inc. company): Seattle, WA**

10/10 - 01/11: (Contract) User Experience Designer

-UI/UX designs and specifications for Android powered semantic entity recognition suite of 'Aro' applications.

**INTERMEC: Everett, WA**

09/10 - 10/10: (Contract) Senior User Experience Designer

11/10 - : Design Consultant

-Proof-of-concepts and designs for hardware-based and touch-based interfaces for mobile applications

**MICROSOFT SBG (Small Business Group, Incubator Startup): Redmond, WA**

07/09 - 07/10: (Contract) User Experience Designer/Motion Designer

- Top Secret data visualization project; I designed UX wireframes, defined UI, developed interaction specifications, and created sales presentations

-Worked closely with developers, researchers, and program managers to implement working code (Silverlight, XAML, C#) for web applications

**T-MOBILE (FILTER TALENT STUDIOS): Seattle, WA**

06/09 - 07/09: Freelance Designer/Illustrator

-Design of G-1 phone backgrounds and icons for Entertainment & Travel profiles

**MICROSOFT SURFACE: Redmond, WA**

04/08 - 03/09: (Contract) User Experience Designer

-Designed UX/UI for WPF applications for Touch/Gesture-based Surface hardware

-Created wireframes, user flows, working UI assets (XAML), and motion graphics

**DAILY CANDY (WB/Studio 2.0): NYC, NY**

06/08 - 07/08: Freelance Designer

-Storyboards for WB web-isode series.

**TOKYOPOP MEDIA: Los Angeles, CA**

03/07 - 03/08: Senior Motion Graphic Designer

-Direction, design, animation, and development of shorts, music videos, trailers

-Managed a multi-faced team of designers, editors, and actors in a tight production

**BASE CAMP POST: Atlanta, GA**

11/06 - 12/06: Freelance Designer/Editor

-Editing and compositing for network commercial spots.

Education:

MFA, Motion Graphics, 3.8 GPA. Savannah College of Art & Design 2006

BFA, Graphic Design, 3.8 GPA. Appalachian State University 2004

Software:

Adobe Creative Suite (including Photoshop, Illustrator, Flash, After Effects), Final Cut Pro, Cinema 4D, Microsoft Expressions Design/Blend, XAML, WPF, Silverlight 4.0, HTML, CSS

Awards, Exhibitions, & Honors:

08/07: Exhibition in Harvard Square/LumenEclipse.com

06/05: Photography in the Rencontres d'Arles (Hyper Gallery) in Arles, France