

MAKINA

OscarMurillo

- User experience design for multiple form factors, including PC, PDA, Tablet PC, smart personal objects, and immersive experiences
 - Business-to-business and business-to-consumer experience
 - Rapid prototyping and storyboarding
 - Information architecture
 - Project, team and client management
 - Usability and quality assurance
 - Art direction, creative and technical strategy, and product development
 - Brand development and extension
 - Audio and video production; Photography
 - English and Spanish language fluency
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2004

InfoSpace, Inc. | Mobile Division – Art Director

Provided design and art direction for the following projects:

- Next-generation mobile web portals for Cingular, T-Mobile, Sprint, NEXTEL, and O2.
- MMS end-user experiences for Orange (UK) and Sprint.
- InfoSpace Mobile Search and Directory application – (to be launched Q1 of 2005)
- InfoSpace Mobile's CTIA Fall 2004 tradeshow presence: booth design, print /digital marketing collateral, Flash-based product demos, and a 45 second corporate overview video.
- InfoSpace Mobile's new corporate brand (to be launched Q1 of 2005).

AT&T Wireless | Creative Services Department – Art Director

Provided design and art direction for the following projects:

- New AT&T Wireless International Services website (to be released in June of 2004)
- Online Customer Care Interactive Demo (to be released in May of 2004)
- AT&T Wireless Mobile Device Customization Center (to be released in June of 2004)
- Mobile Fashion Interactive Demo (to be released in July of 2004)
- AT&T Wireless online promotional initiatives, including the AT&T Wireless Summer Olympics website (to be released in June of 2004)

Microsoft Corporation | Windows Natural UI – Lead User Experience Designer

- Lead Product and Visual Designer of Microsoft's next generation Speech application, which will be bundled with Microsoft Windows Longhorn (to be released in Q1 of 2005)

2003

Soft Associates | Software UX Design - Creative Director and Lead User Experience Designer

- Lead Product and Visual Designer of Microsoft's next generation corporate CRM application, code named Metropolis (to be released in Q1 of 2004)
- Lead Product and Visual Designer of Microsoft's next generation Speech application, which will be bundled with Microsoft Windows Longhorn (to be released in Q1 of 2005)
- Lead Product and Visual Designer of Microsoft's next generation Assistive Help user experience, which will be bundled with Microsoft Windows Longhorn (to be released in Q1 of 2005)
- Lead Designer for Executive Software's next version of Disk Keeper
- Helped design and prototype a new data insertion UI model for the Microsoft Tablet PC

2002

Microsoft Corporation | Smart Personal Objects Technologies - User Experience Designer

- User experience design for internet, wireless, PocketPC, and wearable devices
- Helped develop MSN Direct/SPOT's brand and visual language
- Product, out-of-the-box experience and industrial design
- Exhibit design, including the development of concepts for SPOT's CES 2003 booth
- Project and vendor management

Microsoft Corporation | Windows Media 9 - User Experience Designer

- Information architecture, user interface design and prototyping of next generation Windows Media Players
- Designed the Windows Media Player 9 Series online search and streaming radio functionality
- Helped design the Windowsmedia.com and Microsoft.com/windowsmedia websites

Rendition Networks | Network Management Web Application – Product Designer

- Designed the interface for TrueControl, an online network management application (version 1 and 2)
- Project and resource management

2001

Seattle University | IT Department – Designer and Development/Quality Assurance Manager

- Design for and quality assurance of distance education and Department of Education website

Picture IQ | User Experience and Brand Design – Art Director

- Corporate identity design, for online and offline marketing and communications tools
- User interface design for appliance-based consumer, and business-to-business products

2000

Clique.com | Consumer/e-Commerce Sites for Magazines - Art Director

- Product and visual design of internet, CD-ROM and WAP-based user experiences
- Architected and designed e-commerce presences
- Recruitment and management of international design teams of 3-20 people
- Rapid prototyping
- Creative and technical strategy design for new markets
- Assisted in Clique's corporate brand development
- Lead Designer of online and off-line corporate communication tools
- Clients included the band U2, Wallpaper Magazine, Teen People UK and Forbes Magazine

1999

Microsoft Corporation | Microsoft Money 2000 – User Experience Designer

- Collaborated on the design of the audio-visual Introduction/Help suite
- Part of the design team for the interface of MS Money, v1.0 for Windows CE devices
- Design for Money, v1.0, Personal and Business suite
- Sound and icon design

1998

Drugstore.com on behalf of Interactive Bureau | e-Commerce UI Designer

- Collaborated on the design of version 1.0 of the e-commerce website's interface
- Coordinated in-house and freelance designers and developers
- Managed product photography shoots
- Administration of brand guidelines for online, print, and television

1994-1997

Plintec Limitada | Development of Technology Solutions | Product Designer

- Architected and designed enterprise solutions using Smart Card technologies
- Designed user interfaces for Smart Card readers and SDKs
- Worked on government and private sector technology projects in Colombia, Venezuela, Spain, Argentina and Panama

Education

Vancouver Film School | New Media Design

- Graduated top of the class with honors recognition