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# Roberto Christen

visual interaction designer

**summary** I am a strong conceptual and practical designer with over a decade of experience executing successful projects for screen and product. I value passion, empathy and reason. I want to build beautiful and useful things.

- experience**
- September 2009 to present Samsung Design Europe — London, UK  
*Senior User Experience Designer*  
Concepting future vision projects in the UX Innovation Group in Samsung's European Design Centre. Involved in ideation, scenario generation and UI direction to inspire internal clients.
- August 2003 to September 2009 Self-employed — New York, US  
*Design Consultant*  
Hired as a visual designer for handheld UI, web, print, and illustration assignments by firms in New York. Studio experience: frog design, R/GA, Adobe XD Group, Behavior, Frank First, Sequel Studio, Big Spaceship.
- June 2008 to September 2008 IDEO — Munich, Germany  
*Graduate Interaction Design Intern*  
Four-month summer internship assisting with ongoing client projects.
- October 2002 to July 2003 IconMedialab — San Francisco, US  
*Art Director / Senior Designer*  
Oversaw client projects and internal marketing efforts as the lead designer of the San Francisco office of a multinational consultancy with a focus on user-centered design.
- September 1998 to September 2002 vFive — San Francisco, US  
*Co-Founder and Creative Principal*  
Started, co-managed, and worked as the creative lead at this boutique studio specialized in web projects with strong technical and visual rigor. vFive was acquired by IconMedialab in September 2002.
- January 1997 to September 1998 Network Software Associates — Metro DC, US  
*Graphic Designer*  
Designed collateral, marketing materials and user interface elements for this software company. Developed and maintained corporate website.
- client experience** Adobe, Autodesk, BBVA, Cisco, Epson, Fujitsu, HP, Leapfrog, MasterCard, Nokia, Verizon Wireless, Viacom, Virgin Mobile USA, Wrigley, Yahoo!
- skills** *Specialties* — product interaction design, visual UI design, information design, icon design, physical prototyping. *Technical* — adobe suite, processing, arduino, pencil and paper. *Languages* — fully fluent in english and spanish; basic comprehension of portuguese and italian.
- education**
- June 2009 Umeå Institute of Design — Umeå, Sweden  
*MA in Interaction Design*
- December 1996 Florida Tech — Florida, US  
*BS in Environmental Science (honors)*