

39 Bowery #303, New York, NY 10002

email

roberto.christen@gmail.com

tel

+1 917 539 0067 (US)

Roberto Christen

visual interaction designer

summary Designer with strong conceptual skills and over ten years of experience executing successful projects for screen and product. Recently graduated from the Interaction Design Programme at the Umeå Institute of Design.

experience Self-employed — New York City, US
August 2003 to present *Design Consultant*

Completed visual UI for mobile, web, print, and illustration assignments with 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.

June 2004
to October 2004 EVB — San Francisco, US
Contract Senior Designer / Art Director

Was a creative lead and interactive designer on rich online environments marketing new product launches at this boutique digital ad agency.

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 — Metropolitan 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, Billabong, Cisco, Epson, HP, Leapfrog, MasterCard, Verizon Wireless, Viacom, Virgin Mobile, Wrigley, Yahoo!

skills *Specialties* — product interaction design, visual UI design, information design, icon design, physical prototyping, animation. *Technical* — adobe suite, pencil and paper. *Languages* — fully fluent in english and spanish; basic comprehension of portuguese and italian.

education Umeå Institute of Design — Umeå, Sweden
June 2009 *MA in Interaction Design*

December 1996 Florida Tech — Florida, US
BS in Environmental Science (honors)