

Eric St. Onge

Objective To design and prototype delightful user experiences

Portfolio www.ericstonge.com/portfolio

Experience **Software Engineer: iPad Applications**

Apple, Cupertino, CA
November 2008 - May 2009

- Worked on first prototype applications for iPad
- Contributed to YouTube, Media Player, and UIKit

Software Engineer: iChat and Photo Booth

Apple, Cupertino, CA
August 2005 - November 2008

- Developed features for IM and AV conferencing
- Presented at WWDC in 2006, 2007, and 2008

Software Engineer: DocuSP Remote Services

Xerox, Webster, NY
August 2004 - August 2005

- Developed remote support software for print servers
- Wrote system to collect and analyze printer logs

Cofounder and Director of Community Architecture

Agora Studios, Troy, NY
May 2002 - June 2004

- Designed and built software for online communities
- Wrote requirements documents and served as lead developer

Education **MFA, Interaction Design**

School of Visual Arts, New York, NY
September 2009 - May 2011 (Expected)

- Curriculum focused on design, business, and people
- Member of inaugural class

BS, EMAC/Computer Science

Rensselaer Polytechnic Institute, Troy, NY
August 2000 - May 2004

- Graduated *summa cum laude* (GPA: 4.0/4.0)
- Concentration in human-computer interaction

Skills Interaction Design:

- Prototyping
- Design Process
- Research Methods

Software Development:

- iPhone/iPad applications
- Mac applications
- Web sites and applications

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