

# Eric St. Onge

I'm an **Interaction Designer** interested in designing products and services that improve productivity and enable creativity.

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## Portfolio

<http://ericstonge.com>

## Email

[eric@ericstonge.com](mailto:eric@ericstonge.com)

## Phone

(415) 728-5941

## Location

New York City

## Design Skills

Interaction Design  
Design Prototyping  
User Research  
Iterative Design  
Wireframes

## Software Skills

Adobe Creative Suite  
Sketch

## Development Skills

iOS applications  
MacOS applications  
HTML, CSS, and JavaScript  
LAMP websites

## Professional Experience

### Senior Product Designer

I am the first designer for the **Aetion Evidence Platform**. I refreshed it with a new look and feel, and added new platform features and functionality. I helped to organize the company's first Hackathon, and worked to improve internal design culture.

### Designer and Prototyper

I contributed to **Paper by FiftyThree**, including its initial release for iPhone. I worked on onboarding, navigation, image editing, and user research. For some projects, I built prototypes for user tests, and to validate design proposals.

### Interaction Design Lead

I designed features and built prototypes for **Pages, Numbers, Keynote**, and **iBooks** for MacOS, iOS, and the web. I was the lead designer for the shared **Charts** component.

### Interaction Designer and Developer

I worked on a team that designed and developed the iOS app **Explore 9/11** for the National 9/11 Memorial & Museum, and an app for the **Stone Barns Center for Food & Agriculture**.

### Software Engineer

I was on the first team of 10 engineers to prototype the iPad. I contributed to **iChat** and **Photo Booth** for Mac OS, including text message and A/V features. I spoke at **WWDC** about iChat in 2006, 2007, and 2008.

### Software Engineer –

I contributed to **DocuSP Remote Services**, an internet support service for production printers. I wrote scripts to collect and analyze logs, and worked with field engineers to test the service.

## Aetion

11/2016 - Present

## FiftyThree

2/2014 - 11/2016

## Apple

12/2011 - 2/2014

## Local Projects

5/2011 – 8/2011

6/2010 – 8/2010

## Apple

8/2005 – 5/2009

## Xerox

8/2004 – 8/2005

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## Education

### MFA, Interaction Design

I graduated as part of the the inaugural class of the interaction design program at SVA. I completed a thesis project focused on preventing digital distraction.

### BS, EMAC/Computer Science

I graduated *summa cum laude* with a dual major in Electronic Media, Arts, and Communication and Computer Science. My studies concentrated in human-computer interaction.

## School of Visual Arts

5/2011

## RPI

5/2004