

Eric St. Onge

Interaction Designer and Developer

I want to design and develop digital products and services that are fun and easy to use.

Portfolio

<http://ericstonge.com>

Email

eric@ericstonge.com

Phone

(415) 728-5941

Location

Currently in New York, NY.
Willing to relocate.

Design Skills

Iterative Design Process
Wireframes
Task Flows
Paper Prototyping
User Research
Adobe Creative Suite

Development Skills

iOS applications
Mac applications
HTML, CSS, and Javascript
LAMP websites

Professional Experience

Interaction Designer & Developer

I designed and developed **Explore 9/11**, an iOS app for the National September 11 Memorial & Museum. I collaborated with a visual designer who produced graphics, and with a content producer who wrote the app's content. Together, we completed the project in under 10 weeks.

Software Engineer – iPad

I was part of the first dedicated team of 10 software engineers to work on the **iPad** project. I contributed to the first ports of YouTube, MediaPlayer, and UIKit from the iPhone to the iPad.

Software Engineer – iChat & Photo Booth

I contributed to **iChat** and **Photo Booth** for Mac OS X versions 10.4, 10.5, and 10.6, including development of new features for instant messaging and video conferencing. I spoke about iChat at **WWDC** in 2006, 2007, and 2008.

Software Engineer – DocuSP Remote Services

I developed a web-based support service for high-speed production printers. I wrote scripts to collect and analyze device logs, and worked with Xerox engineers in the field to test the service.

Director of Community Architecture

I co-founded **Agora Studios** to design and build online communities for local companies and economic development agencies. I served as project lead, wrote requirements documents, and built a custom PHP framework to run clients' sites.

Local Projects

5/2011 – 8/2011
6/2010 – 8/2010

Apple

11/2008 – 5/2009

Apple

8/2005 – 11/2008

Xerox

8/2004 – 8/2005

Agora Studios

5/2002 – 6/2004

Education

MFA, Interaction Design

I am a member of the inaugural class of the program. The curriculum is built around design, business, technology, and people.

School of Visual Arts

5/2011

BS, EMAC/Computer Science

I graduated *summa cum laude* (GPA 4.0/4.0) with a dual major in Electronic Media, Arts, and Communication and Computer Science. My studies concentrated in human-computer interaction.

RPI

5/2004