Eric St. Onge

I'm an **Interaction Designer** interested in designing products and services that improve healthcare, science, and infrastructure.

Portfolio
http://ericstonge.com

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(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
OS X applications
HTML, CSS, and JavaScript
LAMP websites

Professional Experience

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

FiftyThree
2/2014 - Present

Interaction Design Lead
I designed features and built prototypes for **Pages**, **Numbers**, **Keynote**, and **iBooks** for OS X, iOS, and the web. I was the lead designer for the shared **Charts** component.

Apple
12/2011 - 2/2014

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**.

Local Projects
5/2011 – 8/2011
6/2010 – 8/2010

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.

Apple
11/2008 – 5/2009

Software Engineer – iChat & Photo Booth
I contributed to **iChat** (now **Messages**) and **Photo Booth** for OS X 10.4, 10.5, and 10.6, including text and video chat features. I spoke at **WWDC** about iChat in 2006, 2007, and 2008.

Apple
8/2005 – 11/2008

Software Engineer – DocuSP Remote Services
I contributed to a web-based support service for production printers. I wrote scripts to collect and analyze device logs, and worked with Xerox engineers in the field to test the service.

Xerox
8/2004 – 8/2005

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.

School of Visual Arts
5/2011

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.

RPI
5/2004