



CLIFTON BARNHART

Interaction Design & Information Architecture

503-954-6494
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7330 SW Capitol Hwy
Portland, OR 97219

SKILLS

Information Architecture, Navigation & Interface Design, Data Visualization
Paper & Interactive Flash Prototyping, Presentation & Instructional Design, Interaction Analysis
Other skills and activities: Typography, Photography, A/V Recording & Editing, Yo-yo and Juggling

EXPERIENCE

Information Architecture & Visual Design: Bonneville Power Administration - Portland, Oregon 2009
Navigation Design for Socio-Economic Web Portal: Yukon Government - Whitehorse, Yukon 2009
Visual Design & Information Architecture: American Bible Society - New York City 2009
User Experience, Navigation & Visual Design: DomoDomo - Minneapolis, Minnesota 2008 - 2010
Interaction, Web & Identity Design: Blackstone Edge Studios - Portland, Oregon 2003 & 2009
Interaction Design & Web Development: TwisteddrazoR Studios - Vancouver, Washington 2002 - 2005

EDUCATION

SAVANNAH COLLEGE OF ART & DESIGN - SAVANNAH, GEORGIA 2006 - 2007

Degree: Master of Arts in Interactive Design and Game Development

Focus: User Experience & Human Factors

Received Artistic Honors Fellowship for Exceptional Interactive Design

Student Tutor: Flash, Photoshop, Illustrator

Managed tutor sessions with students and faculty using Adobe Connect

THE EVERGREEN STATE COLLEGE - OLYMPIA, WASHINGTON 2003 - 2005

Degree: Bachelor of Arts

Focus: Interface Design, Interactive Storytelling, Documentary Filmmaking

Projects: Interactive Flash Storybook, Digital Video Directing, Editing & Production

CLARK COLLEGE - VANCOUVER, WASHINGTON 2000 - 2002

Focus: User Interface & Interaction Design, 2D Design, Animation

Received Penguin Award for Outstanding Leadership in a Student-Run Program

Student Tutor: 2D Design & Photography, Clark Writing Center

Student Government PR Director & Program Board

Organized and advertised for school functions and events

Successfully promoted and lobbied for the construction of Clark's first Student Union Building

EVENTS & CLUBS

Active Member, Computer-Human Interaction Forum of Oregon
Participant, Portland BarCamp & Cre8Camp, 2009; SCAD Game Developers Exchange, 2006
Participant and Volunteer, Savannah Film Festival "Type In Motion" and "Dynamic Text" Exhibits, 2006
Renaissance Kids Reading & Science Club: Co-Founder; Created the Clark College Children's Library

RECENT PROJECTS

INTERACTIVE

PhoneCaddy (Mobile golf course scouting app), Keyhole (Adventure puzzle game for mobile devices)

WRITING

28 Things Every UX Designer Should Know: A novella-length series on how to improve user experience

"When is Immersion Necessary?": First guest contribution to FuelYourInterface.com

PRESENTATIONS

"User Experience: The Legitimate Pseudoscience" first presented at Refresh Portland, August 2009

"The Coming Revolution in Highway Communication" at Ignite Portland, November 2009