

# CLIFTON BARNHART

User Experience • Information Architecture • Interaction Design

503-954-6494

clifton@offchild.com

2828 SE Franklin St  
Portland, OR 97202

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

**EXPERIENCE** Interactive Prototyping, Web & Mobile Strategy: Geoloqi - Portland, Oregon 2010  
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  
Information Architecture, Testing & Visual Design: DomoDomo - Minneapolis, Minnesota 2008 - 2010  
Interaction, Web & Identity Design: Blackstone Edge Studios - Portland, Oregon 2003 & 2009 - 2010  
Interaction Design & Web Development: TwistedrazoR Studios - Vancouver, Washington 2002 - 2005

**EDUCATION** **SAVANNAH COLLEGE OF ART & DESIGN - SAVANNAH, GEORGIA** 2006 - 2007  
**Master of Arts in Interactive Design and Game Development**  
Focus: User Experience & Human Factors

**THE EVERGREEN STATE COLLEGE - OLYMPIA, WASHINGTON** 2003 - 2005  
**Bachelor of Arts**  
Focus: Interface Design, Interactive Storytelling, Documentary Filmmaking

**CLARK COLLEGE - VANCOUVER, WASHINGTON** 2000 - 2002  
Focus: User Interface & Interaction Design, 2D Design, Animation

**EVENTS & AWARDS** Diagram Presenter & Volunteer, Information Architecture Summit, Phoenix, April 2010  
Curation Intern, Information Architecture Institute IDEA 2010  
Volunteer, WebVisions, May 2009, Open Source Bridge, June 2009  
SCAD Artistic Honors Fellowship for Exceptional Interactive Design, 2006 & 2007  
Participant, Portland BarCamp & Cre8Camp, 2009; SCAD Game Developers Exchange, 2006  
Participant & Volunteer, Savannah Film Festival "Type In Motion" and "Dynamic Text" Exhibits, 2006  
Clark College Penguin Award for Outstanding Leadership in a Student-Run Program, 2002  
Student Tutor: 2D Design, Photography, Flash ActionScript, Clark College Writing Center  
Clark College Student Government PR Director & Activities Program Board  
Active Member, Computer-Human Interaction Forum of Oregon

**OTHER PROJECTS** **INTERACTIVE PROTOTYPING**  
PhoneCaddy: Mobile golf course scouting app  
Keyhole: Adventure puzzle game for mobile devices  
SpoilMe: Movie spoiler-mashup app for iPhone  
Whiffies: iPhone app for local food cart, including menu & community pages

**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