



I design compelling experiences.
I explore through prototyping.
I create stunning photography.

John Wayne Hill
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Work Experience

Stimulant

INTERACTION DESIGNER | SAN FRANCISCO, CA | OCT '12 - FEB '14

I designed the MOHAI Launchpad for the Bezos Center for Innovation, the digital experiences for the Reunion Tower in Dallas, Tx, the Intel Ultrabook Exhibit in the Intel Museum, a creative drawing application for large tablets for Samsung's PIT group, and more. I designed for uncommon computing through collaboration, experimentation, prototyping, and iteration with clients, engineers, and product teams.

Punchcut

INTERACTION DESIGNER | SAN FRANCISCO, CA | MAY '11 - OCT '12

At Punchcut I designed a watch-battery powered smart-watch, music streaming apps, communication apps, and e-commerce apps for Fortune 500 companies, corporations, and start-ups. I designed mobile experiences for smart-phones, tablets, and TVs. Delivered artifacts from sketches and prototypes, to full annotated wireframe documents.

Mozilla

USER EXPERIENCE DESIGNER | MOUNTAINVIEW, CA | MAY '10 - AUG. '10

Designed and prototyped Firefox Home Tab. Researched and presented perceived performance for the Firefox startup process.

I.U. Communications

WEB DEVELOPER & DESIGNER | BLOOMINGTON, IN | JAN. '09 - AUG. '09

Designed and prototyped a campus-wide alert system, IU Notify. Wrote front-end code, critiqued, implemented multiple websites.

Cerner

TECHNICAL INTERN OF DESIGN | KANSAS CITY, MO | JUNE '08 - AUG. '08

Prototyped and tested designs for a hospital education administration system. Designed patient focused entertainment and education system.

I.U. Alumni Association

WEB DEVELOPER & DESIGNER | BLOOMINGTON, IN | AUG. '06 - MAY '08

Responsible for the creation, maintenance, and coding of 13,500 pages, 85 sites. Wrote web code in multiple languages.

Education

M.S. Human Computer Interaction Design

INDIANA UNIVERSITY | BLOOMINGTON, IN | MAY '11

Design Methods

Interface design
Contextual design
Affinity diagrams
Ideation
Wireframes
Personas
Scenarios
Storyboarding

Prototyping

Paper prototypes
Wireframes
Storyboarding
Video prototypes
Experience prototypes
Rapid prototyping
Foam and foam core
Photography
Arduino
Interactive prototypes

Research Methods

Interviews
Surveys
Ethnography
Focus groups
Cultural probes
Artifact analysis
Diary studies

Affiliations

IxDA
BayCHI
ACM

