

SHAUN PADUANO

Product & Motion Designer

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(716) 799-2581

OBJECTIVE

To obtain a full-time position with an ever-evolving product team with a flair for the innovative and intuitive. I'm looking to work alongside other creative minds to deliver experiences that meet our audiences far beyond their expectations.

EDUCATION

Rochester Institute of Technology

BFA: New Media Design

Graduated: May 2014

GPA: 3.9 | Summa Cum Laude

EXPERIENCE

Product Designer

AIG | October 2017 - July 2019

Bridged the gap between customer, stakeholder, and product—delving into all aspects of the digital product. Devised a chat-based alternative to a legacy workflow to dodge pesky tech requirements. Snuck design into the fabric of the company culture and stoked enthusiasm for stellar digital products by way of design sprints and hackathons.

User Experience Designer

Weber Shandwick | March 2015 - October 2017

Created websites, campaigns, and pitches for such clients as VMWare, GSK, Dolby, and Meijer. Tasks included creating user personas and journeys, wireframes, light visual design, motion tests, and annotations.

Associate User Experience Designer

AKQA | June 2014 - October 2014

Pitched an independent creative technology solution to revolutionize the brick-and-mortar shopping experience. Concocted strategy and executed UX, visual design, and motion tests for various global brands.

Design & Animation Intern

Luxurious Animals | May 2013 - August 2013

Created and executed experimental concepts. Collaborated on the motion graphic intro piece for the tablet game, Lux Ahoy, stitching the final product together.

SKILLS & INTERESTS

Product Design
Motion Graphics
UI / UX Design
Information Design
Ideation
Micro-Interaction
Mobile Design
Animation
Creative Tech
Physical Computing
Satire
GIF Animation

SOFTWARE & TECH

Sketch
InVision
Photoshop
After Effects
Illustrator
Axure
InDesign
OmniGraffle
HTML5
CSS3
JavaScript
ActionScript 3

RECOGNITION & LEADERSHIP

Shorty Awards

Winner | Health, Fitness & Medical
Benefiber.com Redesign

Adobe Design Achievement Awards

SemiFinalist | Information Design
The Deep (Interactive Guide to Marine Life)

New Media Team Project

Team Leader
Spark (Open-Source Coding Game)

Eight Beat Measure

Director
Publicity & Media