

# SHAUN PADUANO

Experience & Motion Designer

shaunpaduano@me.com

shaun-paduano.com

(716) 799-2581

## OBJECTIVE

To obtain a full-time position with an eccentric digital team that creates innovative experiences. I'm looking to apply my design skills, challenge my thinking, and work alongside other creative minds.

## EDUCATION

### Rochester Institute of Technology

BFA: New Media Design (May 2014)

GPA: 3.9 | Summa Cum Laude

## EXPERIENCE

### User Experience Designer

Weber Shandwick | New York, NY

March 2015 - Present

Worked with specialists across multiple offices to create websites and campaigns for clients including VMWare, Benefiber, and Meijer. Tasks included creating user personas and journeys, wireframes, annotations, and motion tests.

### Temp. Associate User Experience Designer

AKQA | San Francisco, CA

Sept. 2014 - Oct. 2014

Created and maintained wireframes, site maps, and motion tests for the promotional website for Marvel's Contest of Champions. Also worked on UX for Verizon and Nvidia.

### Creative Technology Intern

AKQA | San Francisco, CA

June 2014 - Sept. 2014

Worked on an independent creative technology pitch to showcase a concept that would revolutionize the shopping experience. Also involved in UX, visual design, strategy, pitches, and development for various clients.

### Design & Animation Intern

Luxurious Animals | New York, NY

May 2013 - Aug. 2013

Worked with design and development professionals on client and in-house projects. Tasks included wireframing, composition, and motion graphics. Owned the master file for a motion graphics piece for the tablet game, Lux Ahoy.

## SKILLS & INTERESTS

UI / UX Design  
Motion Graphics  
Information Design  
Concepting  
Social Media  
Mobile Design  
Animation  
Web Development  
O.O. Programming  
Physical Computing  
Satire  
GIF Animation

## SOFTWARE & TECH

Sketch  
OmniGraffle  
Axure  
Illustrator  
After Effects  
Photoshop  
InDesign  
Cinema 4D  
HTML5  
CSS3  
JavaScript  
ActionScript 3

## LEADERSHIP

### New Media Team Project | Team Leader

Jan. 2014 - May 2014

Led a team of 3 designers and 5 developers, one of whom was working remotely, to create a concept and working prototype of an experience to inspire children to get involved in programming.

### Eight Beat Measure | Director of Publicity

Sept. 2011 - May 2014

Developed advertising campaigns and maintained an online presence for the group. Worked with campus resources to optimize the group's visibility. Increased attendance at home concerts by 30%, regularly selling out.

### RIT First-Year Enrichment | Peer Mentor

Aug. 2010 - Feb. 2011

Assisted freshmen in their transition to college life. Provided insight and advice when needed, and pointed students in the right direction to find what they needed. Helped plan lessons and activities to spark engagement.