

Eric Kabisch

Venice, CA
e@fluxt.com

Objective

I am seeking a position in a design field that will utilize my extensive experience in digital media design and programming, creative direction and information architecture, device and system prototyping, user experience analysis, and design research. Preferred fields include game design, mobile experience, mapping, social media and interactive environments.

Experience

Interaction Design Researcher and Developer 2007 - 2010

Laboratory for Ubiquitous Computing and Interaction, Irvine, CA. *Designed and developed a vehicle-based augmented reality platform, evaluated its use, published the results. Collaborated and led teams on other projects in human computer interaction, human plant interaction, and tangible/embedded computing.*

Games Researcher and Developer 2004 - 2006

Game Culture and Technology Lab, Irvine, CA. *Designed and programmed an application to visualize the social network of an alternate reality game. Helped design a large-scale interactive museum installation and online integration. Participated in residency on game technologies.*

Research Fellow 2004 - 2005

California Institute of Telecommunications and Information Technology, Irvine, CA. *Built an interactive spatialized sound environment controlled by a sensor network. Built an immersive 360° projection environment and software for the interactive sonification of panoramic photography.*

Freelance Designer and Developer 2003 - present

Fluxt Design, Venice, CA. *Developed online games for clients like Disney, Warner Brothers, Gifts.com. Web interface design, application development, online video, and custom CMS module development. Information architecture for a county web Geographic Info System.*

Interactive Art Director 2001 - 2002

CollegeClub.com, San Diego, CA. *Directed the design and development of games, online marketing material, community features and daily graphics for a large web portal. Interfaced between biz dev and web dev, translating marketing and partner objectives to designs, functional and technical specifications.*

Senior Designer 2000 - 2001

CollegeClub.com, San Diego, CA. *Designed graphics, UI, page layouts, illustrations, animations, games and rich applications. Coded HTML, Actionscript, PHP and Java.*

Freelance Designer and Developer 1998 - 2000

Fluxt Design, San Diego, CA. *Designed and animated web-based shorts for an interactive entertainment company. Developed online games for children's toy company. Co-created several published CD-ROM titles for a Fortune 500 company. Designed and developed websites.*

Interactive Training Producer 1998 - 1999

CATS, Bloomington, IN. *Developed interactive computer-based training for staff and public, including instructional design and interactive CD-ROM content.*

Co-owner and Engineer 1996 - 2000

Farm Fresh Studios, Bloomington, IN. *Designed, constructed, and operated as a partner of a professional music recording studio. Produced, engineered, or mastered hundreds of recordings.*

Production Assistant 1995 - 1996

CATS, Bloomington, IN. *Produced video and audio for television, in the field and the studio.*

Education	<p>Ph.D. Information and Computer Science Informatics 2011 University of California, Irvine. Dissertation: <i>Lived and Imagined: Information and Storytelling in Geographic Systems.</i></p> <p>M.F.A. Studio Arts Art Computation Engineering 2006 University of California, Irvine. Thesis: <i>Landscape Denatured: Digitizing the Wild.</i></p> <p>B.A. Telecommunications, Music Minor 1996 Indiana University, Bloomington.</p> <p>A.S. Audio Technology 1994 Indiana University, Bloomington.</p>
Skills	<p>Concept Development and Direction - Interaction and experience design, art direction, usability analysis and specifications, instructional design, project management, research publication, strong written and verbal communication.</p> <p>Design - UI/UX design, graphic design for web and print, animation and motion graphics, GIS and cartography, game design and programming, installation design, information visualization.</p> <p>Programming - Actionscript, Java, Max/MSP/Jitter, PHP, MySQL, GIS (ESRI and open source), OpenGL, HTML, XML, Javascript, AJAX, jQuery, CMS development (Drupal, Wordpress).</p> <p>Hardware - Wireless sensors, motion capture, machine vision, audio recording/processing/synthesis equipment, carpentry and metalwork, microprocessors, electronics, GPS, Linux/Mac/PC.</p> <p>Other - Audio production, video production, music composition and performance, backpacking, cooking, writing, gardening, capoeira, jamming.</p>
Awards and Fellowships*	<p>Newkirk Center for Science and Society Fellowship (2009-10). Intel People and Practices Research Grant (2008). Butterworth Research and Commercialization Grant (2008). Top-six rated Thesis by Leonardo Electronic Almanac review panel (2007). Achievement Awards for College Scientists (ARCS) research scholarship (2007-2009). Medici Scholar, Claire Trevor School of the Arts (2005). California Institute for Telecommunications and information Technology fellowship (2004). Ad:Tech Awards, Best Wireless Marketing Campaign (2002). <i>Sony (SPDE) wireless SMS campaign.</i></p>
Professional Activities	<p>Membership in organizations including: International Game Developers Association (IGDA), Association for Computing Machinery (ACM), Los Angeles SIGGRAPH. Reviewer for publications including: ACM Conference on Human Factors in Computing Systems (CHI), ACM Creativity and Cognition, International Conference on Ubiquitous Computing (UbiComp), Journal of Space and Culture, ACM Computers in Entertainment.</p>
Portfolio	<p>http://e.fluxt.com/portfolio.php</p>

*For full awards, publications, lectures and exhibitions list, CV is available on request.