

ROBERT WERNER Interaction Designer

1347 Nicola Street, Vancouver, BC, Canada V6G 2G1
+1 604-603-3413
bobwernerdesign.com
floatingbob@icloud.com

EXPERIENCE

Emily Carr University of Art + Design
Design Research Assistant
April, 2013 to Present

Working in a team collaborating with GRAND Research and the University of British Columbia, designed and developed a healthcare tablet application to help users with chronic conditions. Worked on project from concept to development through primary research, secondary research, wire frames, user flows, user testing, jQuery Mobile & iOS development.

Sosido Networks
User Interface Design Intern
June to August, 2013

Created the interaction design for a medical journal reader to locate and present journals within Sosido's network. Working in this startup model, being self driven offered solutions through wire framing, user flows, rapid prototyping and user testing. Areas of focus: search, e-mail news letter & reader functionality.

Tangible Interaction
User Interface Design Intern
April to June, 2013

Designed the interaction framework for Cortex, a proprietary software platform which drives Tangible's interactive installations. Responsible for wire framing, user flows & rapid prototyping in Fireworks.

Television and Movie Production
Assistant Set Decorator
Lead Dresser, Set Dresser
2006 to Present

Working on productions such as Tron:Legacy, Eureka, Battlestar Galactica, Smallville & Halo4: Forward Until Dawn, Lead a labor department of up to 40 people. Managed projects according to a strict filming schedule & helped implement the creative art direction for many projects on time, and on budget.

**The United States Department
of Homeland Security**
Lead Security Agent, Security Agent
2003 to 2006

Lead a team of 20 federal employees to ensure air traffic safety. Lead and performed security searches of individuals and personal property in compliance with federal law.

EDUCATION

Emily Carr University of Art + Design
2012 to 2014

Bachelors of Design with a focus in Interaction Design

Wichita State University
2001

Two years Fine Arts education with a focus in Art Education

AWARDS

Design Camp 2013
October, 2013

Awarded the opportunity to represent the Interaction Design department of Emily Carr University of Art + Design in Kolding, Denmark during Design Camp 2013. Developed an interactive exhibit system for Terrariet Vissenbjerg in Denmark which is being implemented.

IATSE 891 Scholarship
2012 to 2013

Awarded two scholarships for excellence in total of \$10,000.

**Abraham J. Rogatnick
Memorial Scholarship**
2012

Industrial Design award for excellence in total of \$2,500.