

Sean Lazo

Product . Interaction . Visual Designer

THEORY

Attention to detail, usability and ethnographic studies are key to producing a user-centered design. Keeping an eye on the technical aspects of a job and working through an effective creative process is important to the success of the final product.

EXPERTISE

I am a multi-disciplinary designer with direct experience in all aspects of device (mobile), web, and print. My disciplines include application architecture and interaction, visual interface (aesthetics and language), and graphic design (print and web). I am knowledgeable of the principles of design, web development (HTML coding and action-script coding), production of graphics, color theory and layout methods. Preparation and completion of various projects by conceptualization, developing, and implementing ideas for project planning. I have the ability to manage time and handle multiple tasks while meeting deadlines under high-stressed situations as well as being organized with administrative skills. My software proficiency includes: Adobe Photoshop, Adobe Illustrator, Adobe Indesign, Macromedia Dreamweaver, Macromedia Flash, Macromedia Fireworks, QuarkXPress, Microsoft Word, Microsoft Powerpoint, and various FTP clients.

EXPERIENCE

Microsoft®

May, 2008 - Present
Interaction / Lead Visual Designer

Conceptualized and developed key interactions and visual language for mobile operating systems. Sole designer of Instant Messaging applications for mobile operating systems. Led, managed, and conceptualized the interaction and visual direction of desktop interfaces (management tool) for mobile operating systems. Assisted in theming operations for Windows Mobile.

DANGER®

February, 2006 - May, 2008
Interaction and Visual Designer

Developed the software usability, interface design, and system applications for sidekick devices. Responsible for visual aesthetic and assets of software. Created splash screens, backgrounds, icons, widgets and components. Sole interaction designer for Instant Messaging applications, Registration application, and MySpace 1.5 refresh application. Shipped: Sidekick 3, Sidekick ID, Motorola Slide, Sidekick LX, Sidekick 2008, and Sidekick LX 2009.

WINTEC

November, 2005 - February, 2006
Senior Graphic Designer

Designed and maintained the Wintec corporate website, product packaging, brochures, datasheets, tradeshow banners, and email blasts. Updated the company intranet and helped Marketing conceive, design, develop and produce creative and technical elements for web publishing and e-commerce.

MIXMELIER

December, 2004 - Present
Freelance Designer and Illustrator

Led, managed, conceptualized, and consulted various projects for external clientele. Develop frontend and backend website designs. Created flyers and posters for various social affairs, branding and logo development, company collaterals, vector illustrations, etc. Extensive client listing ranges from start-up companies to small businesses.

EDUCATION



SAN JOSÉ STATE
UNIVERSITY

San Jose State University, 2000 - 2004
BA in Design Studies, Concentration in Graphic Design

REFERENCES

Neil Cueto, PMXS Design Director, Microsoft, (408) 386-6345
Paul Rybicki, UX PM, Microsoft, (415) 999-8902
Mark Gamab, UX Designer, Microsoft, (310) 940-1782