Eugene Bur

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| eugene@eugenebur.com | Raleigh, NC | *portfolio:* eugenebur.com |

*I’m a talented user experience designer with a broad set of creative skills, an obsession for technology, and a passion for managing people.*

**Skills:**

1. UX design processes & research methodologies
2. UI prototypes, wireframes, mockups (Axure, Balsamiq)
3. Creative direction
4. Graphic design
5. Agile Team leadership
6. Project management
7. Web design & development
8. eLearning development
9. Audio/video production (TV, Film, Photography)
10. Adobe CS (Photoshop, Illustrator, Premiere, Acrobat)
11. Flash design & ActionScript
12. HTML, XML, CSS and Wiki
13. Familiar with Javascript and Java programming
14. Deep Mac/Win/iOS knowledge
15. Bilingual – Russian

**Professional Experience:**

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| **Manager, User Experience** **|** **Ipreo** – Raleigh, NC | 2013/7 – present |

I managed the UX department and drove UX design thinking for our financial technology software.

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| 1. Hired and expanded the fastest growing team in the company, from 2 to 12 people, some remote. 2. Established constant contact and collaborative practices to create a very strong, loyal team, which I shepherded through three management changes. 3. Created a Design Studio for creative collaboration - promoted in corporate outreach and recruitment. 4. Facilitated company toward UX driven product development with internal education of UX concepts and processes, construction of a persona library, and enforced consistency in our interfaces with a style guide. 5. Provided creative direction and worked with Marketing department to establish company brand identity. 6. Produced the company’s new corporate website. 7. Involved in community outreach to local universities and professional UX groups. |

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| **Lead User experience Designer, IRIS** **|** **LabCorp** – Durham, NC | 2011/6 – 2012/10 |

I joined LabCorp’s UI/UX team to develop user interfaces with an international team of designers, engineers, and project managers to create IRIS, a flagship desktop application to run lab processes and develop reports.

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| 1. Created wireframes, defined user flows, built interactive prototypes, and finished pixel-perfect mockups. 2. Collaborated on UX designs for a Web based medical application and also a mobile dashboard. 3. Led the effort to modernize 50+ lab reports with a focus on innovative and intuitive design, layouts that emphasized visual chunking of data and better information architecture. 4. Instrumental in developing a next-generation reporting dashboard prototype. 5. Helped create an internal promotional video, with collaboration from senior management, highlighting the varied products and strengths of the IT department. |

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| **Creative Manager** **|** **MindWorks Multimedia** – Durham, NC | 2010/3 – 2011/4 |

MindWorks created eLearning and multimedia projects, primarily for pharmaceutical clients, where I started as a senior interactive developer and became the creative manager.

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| 1. Guided projects from inception to delivery, which involved gathering business requirements to create customized multimedia solutions. 2. Involved in all aspects – from designing the visuals, to storyboarding, wireframes, animation and coding. 3. Served as the resource manager and was charged with hiring and managing teams of around 20+ vendors composed of developers, graphic artists and instructional designers located around the world. |

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| **Lead user interface Designer | Optimal Technologies** – Raleigh, NC | 2008/2 – 2008/12 |

I defined the user experience and created the user interface for Optimal’s Energy Management and Home Automation (AskOT) application, which ran on proprietary touch-based tablet hardware.

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| 1. Remade the interface’s usability, aesthetics and functionality using wireframes and mockups. 2. Project management duties included identifying project milestones and developing project schedules. 3. Assumed the roles of photographer, Apple computer instructor, Web developer and graphic artist. |

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| **INTERACTIVE Developer | IBM** – Durham, NC | 2003/2 – 2008/1 |

The Design & Information Development team at IBM offered design services to internal clients, where I produced a variety of products often using advanced Flash, incorporating elements like dynamic navigational frameworks, games, quizzes, user tracking, decision tree branching, and video streaming.

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| 1. Produced 35+ eLearning, marketing and demo projects for both internal and external IBM clients. 2. Worked with the Industrial Design group on UI mockups, trade shows, and product presentations. 3. Responsible for the ‘BladeCenter S’ eLearning courses – as the designer, writer, editor, and developer. 4. Developed Flash based, dynamic video streaming banner ads for ‘IBM Business Center’. 5. Created GUI, developed and coded a handbook application for IBM’s’ Small-Medium Business Playbook’. 6. Animated a kiosk demo for IBM’s CEO demonstrating IBM’s ‘On Demand Grid Computing’. 7. Incorporated D&ID deliverables with IBM’s oneX visual standards style guide. 8. Constructed an audio/visual studio and produced audio podcasts for internal IBM promotions. 9. Created screensavers and CD launchers for the Human Resources department. |

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| **broadcast design supervisor | UNC Center for Public TV** – Durham, NC | 1998/6 – 1999/12 |

I managed and ran the electronic graphics department for a broadcast television station. My responsibilities covered our budget, our production assistants, working with producers on multiple ongoing projects, designing graphics, allocating equipment resources, assigning personnel schedules, and providing technical support

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| 1. Designed and created many on-air graphics (full screens, openings, animations, name keys, credits) for a daily news show as well as several weekly shows, special events, and nationally broadcast specials. Coordinated their on-line playback and archiving. 2. Designed, implemented and updated the workspace for the department by procuring and installing new workstations and developing new workflows for generating graphics. 3. Served as assistant director on local productions, as well floor manager, camera operator and editor. |

**Other Contract Work:**

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| **Senior Designer** **|** **Campbell Alliance** – Raleigh, NC  **Senior Graphic Web Developer | Deutsche Bank** – Cary, NC  **Instructional Designer | Cisco** – RTP, NC  **eLearning Developer | Global Knowledge** – Cary, NC  **Animator / Game Designer | Adveractive** – Chapel Hill, NC | 2012/11 – 2013/6  2009/12 – 2010/3 |
| 2009/6 – 2009/12 |
| 2001/4 – 2003/2 |
| 2000/7 – 2000/12 |

**Education:**

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| **B.A., Design | NC State University** – Raleigh, NC | | 1993 – 1998 | |
| 1. Minor in Film. Significant coursework towards a B.S., Computer Science. 2. Dean’s List. Fencing Club President 1995-1996. | |

**Awards:**

1. Triangle UXPA Advisory Council (2015-2016)
2. Distinguished award from the Society for Technical Communication’s 2006-2007 Online Communication Competition for IBM’s “AIX Security and System Hardening Course”.
3. Nomination for Regional Emmy, 1999 – UNCTV’s “Hard Rain: Lessons Learned from the Flood of ‘99”.