

Phillip Carpenter

User Experience / Interaction Designer

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INTEREST

Seeking an opportunity to intern for a company or consultancy with a multifaceted collaborative design team interested in taking on forward thinking projects and responsible design practices.

I'm a versatile designer energized by the limitless possibilities for a society on the cusp of the age of mixed reality. As the technology soon becomes common and accessible from our mobile phone based headset viewports, we will be able to explore the new possibilities of how we are able to interact with our lives and others, as well as consider and witness what the ripple effects will be. I am intrigued.

EDUCATION

University of Washington

MDes — Interaction Design 2019

University of Washington

MFA — Photomedia, Sculpture 2013

Award: DeCelia Top Art Graduate Scholar Award

Universidad de León

UW Study Abroad — León, Spain, mar — jun 2011

University of Tennessee

BFA — Drawing, Media Arts 2001

EXPERIENCE

mixed-reality interface / mixed reality user experience, MR app creation, interaction design, user flow design, information communication, web and mobile, digital media, photography, video prototyping, filmmaking & film production, 3D design, musician, carpenter & woodworker, university educator.

EXPERTISE

knowledgeable and adaptable to most programs required for creating the above, including but not limited to all Adobe Creative Cloud programs, Illustrator, Photoshop, After Effects, Rhino, Solidworks, Cinema 4D, as well as handcrafted creation with a background in sculpture, drawing, photography, film making, music, and visual storytelling.

RELEVANT WORK

From 2011 — 2016 I've taught as a part-time lecturer in art departments at several Universities including the University of Washington Seattle, UW Bothell, Austin Peay State University in Tennessee, guest lecturer at Vanderbilt University as well as other educational and community organizations. I apprenticed for photographer Alec Soth in Minneapolis, MN as his assistant from 2006 — 2007. Based in my hometown Nashville, TN, I worked in the film industry at various points from 2004 — 2011. I've worked as my namesake, a professional carpenter building what is needed, most memorably a custom designed house in Taos, NM in the summer of 2015.