

# CLAUDIA BERNETT

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mm yy professional

to Present  
from 09 09

## **Director of User Experience**

Directs the concept development and user experience design of interactive projects across various platforms including web, mobile, networked software, TV, and retail.

Clients include: Time Warner Cable, Nokia, Comcast, MoMA, and Thumbplay

New York, New York  
[www.method.com](http://www.method.com)

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## **Interaction Design Director, Mobile and Emerging Platforms**

Lead interaction design and concept development of interactive projects across various media and contexts including web, mobile, networked software, digital signage, and retail.

Projects include: Nike (Nike+ web application, iPhone applications (various), mobile sites and marketing, Facebook integration, widgets), Nokia (Ovi, viNes), Barnes & Noble (mobile site), Walmart (signage, mobile, online)

New York, New York  
[www.rga.com](http://www.rga.com)

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## **Senior Design Analyst/Technologist**

Design and implementation of wide range of high-profile digital interactive projects. Information architecture, design research, and creative facilitation. Dynamic front-end development. Rapid prototyping.

Projects include: MTV (URGE digital music product), GE (Site Builder, Brand Central, GE.com), TVGuide (website redesign), ETS (educational testing products)

New York, New York  
[www.frogdesign.com](http://www.frogdesign.com)

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## **Senior Interface Designer/Developer**

Design and implementation of enterprise wireless applications for mobile software company. Wireframing and graphic design. Java-based (J2ME) programming and database integration.

Products include: **FieldMaster** (Service and Repair), **RainMaker 360** (Sales Force Automation), **Inventory Management**, **Fleet Management**, **Time Tracking**

New York, New York  
[www.vetro.com](http://www.vetro.com)

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## **Lead UI Designer/Developer**

Lead design and implementation of business-to-business web application for enterprise software company. Information and graphic design. Dynamic front-end programming and database integration.

Product features: Service Level Agreement monitoring and reporting, data visualization, risk assessment

New York, New York

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## **Lead Front-end Developer**

Front-end programming of digital interactive projects ranging from online games to interactive television applications. Participation in concept, information architecture, and design development.

Projects include: Cablevision (iTV applications include TVDJ music video jukebox, The Green Room news and events), Cartoon Network (online games include Batman, Sylvester & Tweety), 3LP digital music product concept

New York, New York  
[www.funnygarbage.com](http://www.funnygarbage.com)

teaching

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Present

## **Faculty BFA/MFA**

Planning/instruction of courses including Physical Computing, Experiments in Technology, Scanning: Designing for the Physical-Digital City and Street Meat: An Urban Collaborative Studio in the Design & Technology and Urban Design BFA/MFA Programs.

New York, New York  
[dt.parsons.edu](http://dt.parsons.edu)

mm yy	exhibition & commission	
11 10 10 10	<b>The City as Interface</b> <b>Tall Tales, mixed-media interactive installation</b> Impakt Festival	Utrecht, The Netherlands <a href="#">project website</a>
01 10 01 10	<b>Interaction 10</b> <b>Closer, mixed-media interactive installation</b> IXDA Annual Art Exhibition	Savannah, Georgia <a href="#">documentation</a>
11 09 11 08	<b>Turbulence Net Art</b> <b>Bronx Rhymes, mixed-media interactive installation</b> Interactive Art Commission	Bronx, New York <a href="#">documentation</a>
03 07 04 07	<b>The Greater Good</b> <b>Portraits in Light, mixed-media installation</b> Site and Architecture Workshop	Philadelphia, Pennsylvania <a href="#">documentation</a>
01 06 10 05	<b>Room for the Dead</b> <b>In Memory of my Grandmother, mixed-media sculpture</b> ASU Museum of Anthropology	Phoenix, Arizona <a href="#">documentation</a>
06 00 05 00	<b>Restart Exhibition</b> <b>Sixteen Squares, a sound installation</b> Parsons School of Design	New York, New York <a href="#">documentation</a>
	speaking & publication	
04 11 04 11	<b>We Believe in Magic: User Experiences in a Physical-Digital World</b> <i>IDSA NE Conference</i>	Providence, Rhode Island
06 10 06 10	<b>Place, Space, and the Mobile Interface: Talk</b> <b>ixDA New York</b>	New York, New York <a href="#">video</a>
05 10 05 10	<b>Place, Space, and the Mobile Interface: Publication</b> <b>Method 10x10 Series</b>	New York, New York <a href="#">publication</a>
03 09 08 09	<b>Bronx Rhymes — An Urban Multimedia Project</b> <b>Parsons Journal for Information Mapping</b>	New York, New York <a href="#">publication</a>
02 06 12 05	<b>The Trust Factor: Defining the Future of Product Innovation</b> <b>frog design mind</b>	New York, New York <a href="#">publication</a>
11 05 10 05	<b>Hearing Is Believing: Make It Sound As Good As It Feels</b> <b>frog design mind for Gizmodo</b>	New York, New York <a href="#">publication</a>
	education	
05 00 09 98	<b>Parsons School of Design</b> <b>MFA, Design and Technology</b> Focused on creating physical interfaces to digital applications.	New York, New York <a href="#">dt.parsons.edu</a>
05 94 09 90	<b>Clark University</b> <b>BA, Political Geography</b> Concentration in regional development and political economy.	Worcester, MA <a href="#">www.clarku.edu</a>
05 93 01 93	<b>School for International Training</b> <b>Amazon Studies and Ecology</b> Studied issues affecting Amazon development and conservation.	Belem, Brazil <a href="#">www.sit.edu</a>

**grants & awards:**

Impakt Festival, The City as Interface, **Tall Tales**, 2010  
Turbulence NetArt Commission, **Bronx Rhymes** 2008  
Cannes Lions: **Titanium Lion, Cyber Grand Prix. Nike+**, 2007  
D&AD Awards: **Black Pencil. Nike+**, 2007  
Clio Awards: Grand Clio , Gold Clio Innovative Use of Technology. **Nike+**, 2007  
The International Andy Awards: **Grandy. Nike+**, 2007  
Art Directors Club Awards: **Gold New Media Innovation and Development. Nike+**, 2007  
The One Show: **Best of Show, Gold Brand Gaming/Apps/Online, Gold New Media Innovation. Nike+**, 2007  
Creative Review Magazine Annual. **Nike+**, 2007