

# CLAUDIA BERNETT

917.459.7660  
claudia@puncture.org  
www.puncture.org

mm yy professional

to Present  
from 09 09

## **Method, Inc.**

### *User Experience Lead*

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

Clients include: Nokia, Comcast, EMC

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

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## **R/GA**

### *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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## **frog design**

### *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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## **Vetro Corp.**

### *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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## **Empact Solutions, Inc.**

### *Lead Interface 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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## **Funny Garbage, Inc.**

### *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)

academic

## **Parsons School of Design**

### *Instructor BFA/MFA*

Planning/instruction of Physical Computing and Experiments in Technology courses in the Design & Technology BFA/MFA Programs. Covered sensor input, programming, and physical/digital interface development.

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

exhibition

01 10	<b>Interaction 10</b>	Savannah, Georgia
01 10	IXDA Annual Art Exhibition <i>Closer, interactive installation</i>	
03 07	<b>The Greater Good</b>	Philadelphia, Penn.
04 07	<i>Portraits in Light, mixed-media installation</i> Site and Architecture Workshop	<a href="#">video documentation</a>
01 06	<b>Room for the Dead</b>	Phoenix, Arizona
10 05	<i>In Memory of my Grandmother, mixed-media sculpture</i> ASU Museum of Anthropology	<a href="#">exhibit website</a>
06 00	<b>Restart: Thesis Exhibition</b>	New York, New York
05 00	<i>Sixteen Squares, a sound installation</i> Parsons School of Design	<a href="#">project website</a>

publication

03 09	<b>Bronx Rhymes — An Urban Multimedia Project</b>	New York, New York
08 09	<i>Parsons Journal for Information Mapping</i>	<a href="#">PJM - Bronx Rhymes</a>
02 06	<b>The Trust Factor: Defining the Future of Product Innovation</b>	New York, New York
12 05	<i>frog design mind</i>	<a href="#">the trust factor</a>
11 05	<b>Hearing Is Believing: Make It Sound As Good As It Feels</b>	New York, New York
10 05	<i>frog design mind for Gizmodo</i>	<a href="#">hearing is believing</a>

education

05 00	<b>Parsons School of Design</b>	New York, New York
09 98	<i>MFA, Design and Technology</i> Focused on creating physical interfaces to digital applications. Thesis is an installation of sensor-enabled mats and four-point sound; software written in the Java programming language.	<a href="#">dt.parsons.edu</a>
05 94	<b>Clark University</b>	Worcester, MA
09 90	<i>BA, Political Geography</i> Concentration; Regional Development and Political Economy	<a href="#">www.clarku.edu</a>
05 93	<b>School for International Training</b>	Belem, Brazil
01 93	<i>Amazon Studies and Ecology</i> Studied issues affecting Amazon development and conservation. Facility in written and conversational Portuguese.	<a href="#">www.sit.edu</a>

**grants & awards:**

Turbulence NetArt Commission, 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

**technology:** Proficiency in Java, DHTML/XHTML, JavaScript, XSL, XML, PHP, ActionScript 2.0; complete Adobe/Macromedia software line (Flash 8, Photoshop/Illustrator/InDesign CS etc.) and related digital design and development technologies; Avid and Final Cut Express; PC, Macintosh, LINUX/UNIX platforms.