

What Roles Generally Mean?

The majority of my career I have been the sole UI and UX person on a team. This has led me to become very involved in all aspects of development from concept to implementation.

Design: Translating High Level Ideas to Functional Designs and Specs the Team can implement against.

Development: Anything ranging from tools to automate pipelines, integration of actual assets, timeline animation, UI scripting.

Below you will find various projects in various states that showcase transitions in effect.

Project: Matimeo

Role: Interactive Design + Development

Note: All layout, interaction and transitions created and implemented by me.



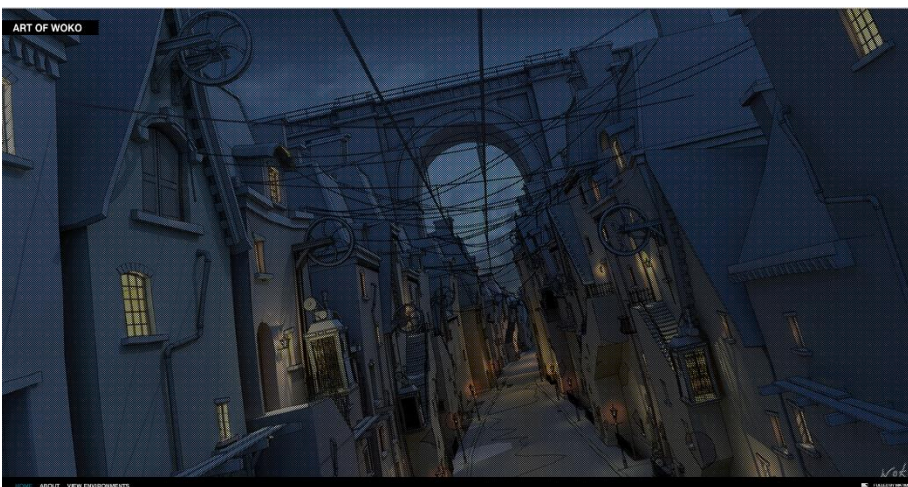
Instructions: Note Intro for site, hit reload to see opening transitions if missed. Click a box. This will trigger various transitions.

Access Project: <http://matimeo.com/v12/>

Project: Woko

Role: Interactive Design + Development

Note: All Art provided by the client, all layout, interaction and transitions created and implemented by me.



Instructions: Click the **VIEW ENVIROMENTS** category located on the bottom left of the site. Click the one of the boxes that appear. This will trigger various transitions.

Access Project: <http://wocosworld.com/v2/>

Project: XBOX Primetime
Role: Design + Development

Being the first destination on xbox with programmable content, I made various design modifications while keeping in line with overall xbox branding and the destination interaction model at that time. Changes:

- Smaller grid slots, so users could preview more content, we had far more content than most destinations
- Reminder Overlay
- Transitions kept in line with current xbox OS

New Transition Pitched: Having the background transition from a light to dark blue based on what time the user was browsing, this allowed for quick navigation to set reminders. Although the Art Director over XBOX liked the idea, he felt it would put the destination in a “too advanced” state compared to the rest of the OS.

Read Here about the feature: <http://www.matimeo.com/vTemp/docs/BackgroundSpec.pdf>

Note: What is viewable is a BETA version, flash needed to view video

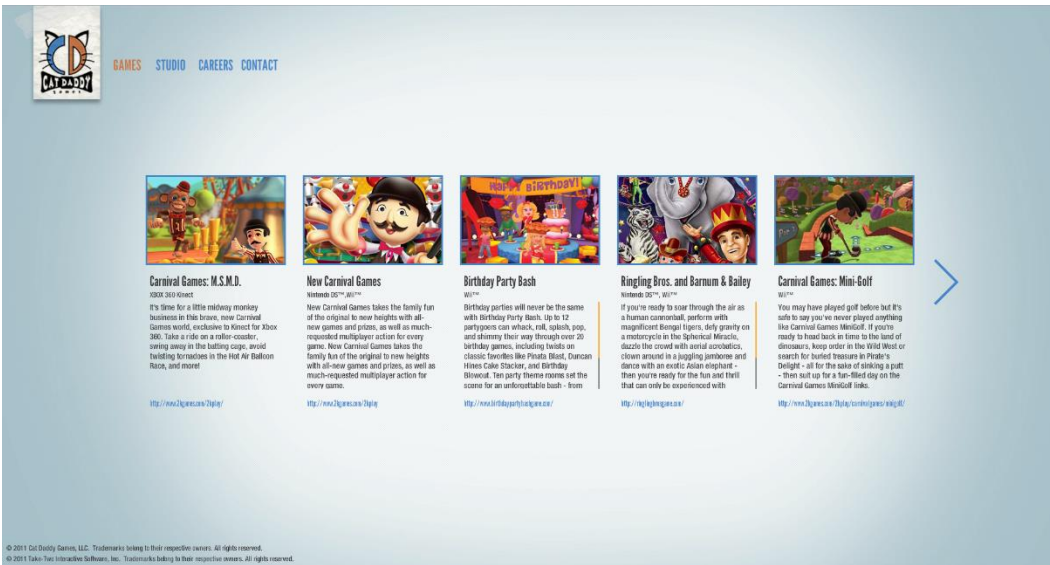


Instructions: Ensure Flash player is installed, video should auto play.

Access Project: <http://matimeo.com/v8/video5.swf>

Project: CatDaddy
Role: Interactive Design + Development

Note: What is viewable is an ALPHA version, all Art provided by the client, all layout, interaction and transitions created and implemented by me. Site may experience slow down as this version is not optimized.

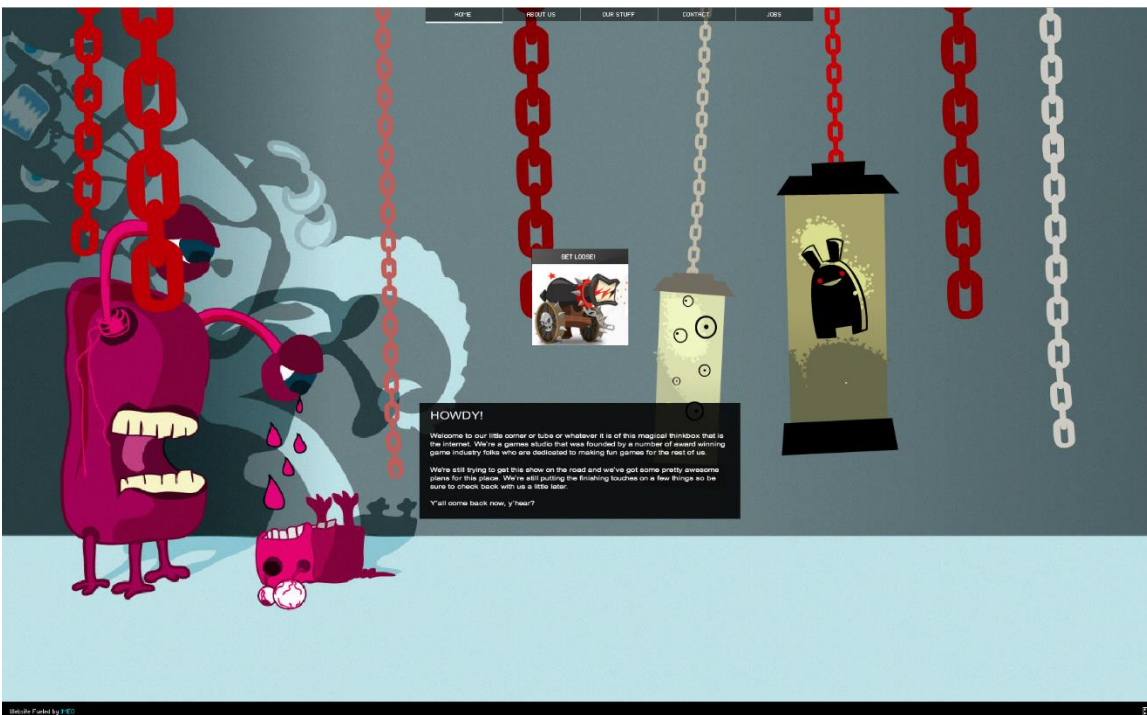


Instructions: Note Intro for site, hit reload to see opening transitions if missed. Click the **categories** located on the top left of the site. This will trigger various transitions.

Access Project: <http://matimeo.com/temp/client/CDGames2Kv4/>

Project: Loose Cannon
Role: Interactive Design + Development

Note: What is viewable is an ALPHA version, all Art provided by the client, all interaction and transitions created and implemented by me.



Instructions: Click the **ABOUT US** category located on the top center of the site. Click the boxes that appear. This will trigger various transitions.

Access Project: <http://matimeo.com/temp/client/lcs/>

Project: Kinect Adventures
Role: Design + Development

Our process was one where I wrote a spec, and/or detailed transition states to both Art and Engineering. Art would concept based on my spec and/or functional directions. I would lead integration of Art, and animation into actual product with review from Art.



Instructions: Ensure Flash player is installed, video should auto play.

Access Project: <http://matimeo.com/v8/video6.swf>

View More: <http://www.matimeo.com>

Contact: matimeo1@gmail.com