

SCOTT D. WILSON

UX/Visual Designer

652 Mateo Street, Unit 304
Los Angeles, CA 90021
(206) 818-7088
www.vigilante.com
www.scottdwilson.com
scott@scottdwilson.com

I create original art, design interfaces, develop web based media, and produce print materials for a wide variety of individuals and corporate clients.

Designer, Burke Natural History Museum Seattle, WA 2007-2008

Responsible for entire design and implementation of the museums photographic 'Phenology' database. I was also responsible for photographing the museum's collection of Pacific Northwest migratory bird eggs.

Graphic Designer, Educational Advancement Academy, Seattle, WA 2006-2004

Designed company logo and branding as well as business cards, and all promotional adverts and media. Responsible for designing company branding? including logos, business cards, print and other media, and all promotional advertisements.

Media Designer, Square CD, Redmond WA 2003-2001

Responsible for creative content of promotional CD-ROM media.

Interface Designer, AT&T Redwood City, CA 2000-1999

Developed interface screens for the AT&T and Excite@Home Network Set-top Box and AT&T Digital Television.

Interface Designer, The @Home Network Redwood City, 1999-1998

Created Desktop Assistant prototypes and interface screens for The @Home Network Set-top Box.

Artist/Designer, Microsoft Redmond, WA 1998-1997

Largely responsible for creating the 'look and feel' of Microsoft's online game Oblivion (Allegiance). Designed and created backgrounds, working interfaces, and a variety of in-game elements.

Art Director/Designer, Microsoft Redmond, WA 1997-1996

Developed interface screens for the AT&T and Excite@Home Network Set-top Box and AT&T Digital Television.

Artist/Designer, Starwave Bellevue, WA 1996-1994

While at Starwave I worked in the CD-ROM, multimedia, and web development departments. I created a majority of the artwork for the Sting 'All This Time' CD-ROM. I also created artwork and screen icons for Peter Gabriel's EVE CD-ROM.