

# Eugene Kuo

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## Experience

### **Penguin Random House**

Senior art director, Digital products

Interaction and visual design for products including the Fodor's iOS7 apps, the Fodor's Windows Phone 8 app, the Penguin Random House employee intranet, and the combined Penguin Random House Speakers Bureau website. 01/2012 - 11/2012; 06/2013 - PRESENT

### **Pearson Technologies**

Senior art director, Mobile and gaming

Interaction and visual design for various iOS apps (tablet and phone) focused on the education space. Projects included AP test prep apps and a system aimed at schools to provide lesson delivery, assessment, and classroom management. 12/2012 - 05/2013

### **Moment design**

Contract art director

Interaction and visual design for the Bloomberg Businessweek+ iOS apps (tablet and phone) and for Businessweek.com. Also responsible for concepting and design of the Bloomberg business 2.0 iPad app. 05 - 08/2010, 03 - 08/2011

### **cloudred**

Contract art director

Interaction and visual design for the ABC News iPad app. Also design for Cities of Service, a series of sites to match volunteers to local opportunities. 02-04/2010

### **outside.in**

Senior designer

Interaction and visual design for a hyper-local news aggregator. Also involved in the design and planning of related web and iPhone applications for core users and media partners. 07/2008-08/2009

### **Icon Nicholson**

Contract senior designer

Initial concepts and design for redesigns of the BT Global Services and WebMD websites. 07 - 09/2006, 05 - 11/2007, 05 - 07/2008

### **Avenue A Razorfish**

Contract senior designer

Creation of a visual design language for the Ford.com website redesign. Also design of the interactive vehicle showroom. 12/2006 - 04/2007

### **frog design**

Senior designer

Design of application prototypes and websites for media, education, and commerce clients including The Educational Testing Service, Comcast, GE, IPC, and CT Corp. 02/2005-06/2006

## Profile

Digital product designer: creating user experiences from wireframes to visual designs to finished product.

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## Featured projects

Bloomberg Businessweek+ iOS app  
[j.mp/businessweek-ios](http://j.mp/businessweek-ios)

Bloomberg Business iPad app  
[j.mp/bloomberg-business](http://j.mp/bloomberg-business)

Fodor's Travel iOS app  
[j.mp/fodors-travel-ios](http://j.mp/fodors-travel-ios)

Fodor's Windows Phone 8 app  
[j.mp/fodors-wp8](http://j.mp/fodors-wp8)

Design Observer iPhone app  
[j.mp/design-observer-ios](http://j.mp/design-observer-ios)

Design portfolio  
[226-design.com](http://226-design.com)

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## Education

Carnegie Mellon University  
B.A. Creative and professional writing

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## Contact

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To whom it may concern:

I am a digital product designer who has been working on mobile applications since 2009. In 2010, I was part of the team at Moment design who designed the Bloomberg Businessweek+ iOS app and the Bloomberg 2.0 iPad application. the experience of working with the company on these apps remains a highlight of my career.

I recently saw your notice on LinkedIn for a mobile visual UI designer and was immediately interested. I'd love to be considered for this role.

As the nature of some of the work I have done is sensitive, I have not uploaded samples to the career site. I'd be happy to walk through a portfolio in person.

I look forward to hearing from you.

Best,  
Eugene

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