

Sam Howell

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Skills

User flows	Adobe Creative Suite	Jira
Wireframing	Balsamiq	Objective-C (iOS SDK)
High fidelity mockups	Pencil	Java (Android SDK)
Paper prototypes	PowerPoint	HTML5
Native code prototypes	Keynote	CSS
User interviews	3D Studio Max	
Usability testing		

Experience

Freelance UI Design and Development: West Newbury, MA
2010 - present

- **BlockCallsGetCash:** Visual design for Android call blocker and legal aid
 - **Warcloud:** Designed UI for cross platform mobile betting app (Android and iOS)
Sketching, User interviews, Wireframing, Paper prototypes, High-fidelity mockups, Native code prototypes
 - **Warcloud:** Implemented UI for Warcloud app in Objective-C for iOS and Java for Android
 - **Warcloud:** Created promotional graphics for social media and investor deck
 - **Cryokey:** Consulted on website UI design and wrote front end code in HTML, CSS, and PHP
 - **Ziptr:** Created wireframes and visual designs for their secure email and file transfer app on iOS; updated the design in response to user feedback
 - **Media Friends:** Designed themes for Android SMS app
 - **BudoBuki:** Created visual and interaction design for a Zen Cart online store template using HTML, CSS, PHP.
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Creative Director of Game Development: CIDC; Cambridge, MA
2003 - 2010

- Revitalized GrandVirtual's game library by producing 3D and 2D graphics and user interface designs for new slot machines, video poker, and other games.
 - Led game development team in pilot project for a company-wide transition from waterfall to agile methodologies.
 - Enhanced Everest Casino's slot machine UI with user observation, wireframing, and iterative prototype testing
 - Built user interfaces for the game development team and collaborated with the user experience team to improve general user experience in the Everest Poker and Everest Casino game clients.
 - Championed the user and raised the bar for slot machines in the online casino industry by introducing full translation of game content with the slot machine Space Ace
 - Designed all visual content for the Everest Poker game client, including logo design, interface design, 3D environments and characters, and multi-language support
 - Helped conduct usability tests for early Everest Poker game client.
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3D Game Artist: Papyrus Design Group, ATI, and Freelance; Massachusetts
1996-2003

- 3D environment design for the award winning Grand Prix Legends by Papyrus
- Created custom tools to improve the efficiency of the 3D art team
- Developed 3D content to demonstrate new 3D graphics accelerator features for ATI Radeon
- Modeled, textured and animated 3D environments and characters