

April 2008
Resumé 1/2

Tristam Sparks
Graphic & Interaction designer
WWW.RESTLESSEYE.COM
tristam.sparks@gmail.com
mobile +44 (0)798.393.9664

Current objective I am seeking full time employment in a mid to senior role within a dynamic creative environment. I am looking to exercise, not only the skills that I have in branding, GUI, motion graphic and interaction design, but to use these tools to help shape the entire user experience. Currently freelancing in London, I am willing to relocate should the right opportunity arise.

Education 2006 Graduated with a Master in Arts in Interaction design.
Interaction Design Institute Ivrea, Italy.

1999 Graduated with a Honours Degree in Computer Graphic design.
Wanganui School of Design, New Zealand

Skills Summary	Online & Situated Use experience	Screen & Print Typography
	Software Prototyping	Motion graphic design
	User Centered design	Digital film making
	User Experience Prototyping	Identity & information systems design

I have a high level of conceptual thought in the design process or inception of idea. I strive for the original in my work. Completing a Masters degree in Interaction design was important to me, as it enabled me to exercise design across a great number of newer disciplines. At the same time it enabling me to focus on things that were of immediate personal concern: the attractive and utile representation of information in a conceptual framework that is engaging, entertaining and enabling for the audience.

Experience August 2007 – Present 2008 **User Experience design & Information Architecture.** Contracting.
Working closely as a full time contractor as project lead in both capacities of user experience and user interface designer and other promotions. The design process encompassed: concept and communication strategies, user interface design and information architecture. This redesign resulted in significant return for the sites visibility and the business itself.

December 2006 – August 2007 **Graphic & User Experience design: Print & Web.** Various Clients.
Working with the Marketing team at Eland Cables, I was responsible for the full redesign of their extensive website and other promotions. The design process encompassed: concept and communication strategies, user interface design and information architecture. This redesign resulted in significant return for the sites visibility and the business itself.

September 2002 – March 2004 **Designer: Print, Web & Motion graphics.** SV Design and Communication, Berlin.
Responsible for translating a wide variety of communication strategies into motion graphics and onto the web. Also responsible for the expansion of the studios business online: allowing it to access and facilitate communication strategies that were otherwise not part of their commercial design offerings.

March 2001 – February 2002 **Freelance Designer. Video, Web & Print.** Various Clients. London & Berlin.
Responsible for shifting and translating communications from one medium to another whilst ensuring that the relative benefit of each media was preserved and capitalised upon. Projects were produced an International airport project and for Zanders Fine paper GmbH.

November 2000 – September 2003 **Designer, Animator & Instructor.** School of LCC, Georgia Tech, Atlanta, Georgia.
Employed to art direct, design and execute communication strategies, promotional material and software experience prototypes for art based experimental projects. I also provided assistance and guidance to graduate students for their conceptual and production concerns. Identity and communications applications were also produced for the school in both print and on the web.

October – November 2000 **Designer: Animation & Broadcast TV Commercials.** Saatchi & Saatchi, New Zealand.
Capitalising on earlier work for Saatchi & Saatchi, I was solely responsible for the animation design and production of an award winning TV commercial. After the first project (below) this was my second foray into high end TV commercials for the agency.

March – November 2000 **Designer & Web Production: Web & Print.** Gibson Rusden, Wellington, New Zealand.
As the web began to make its impression permanent in the environments of Graphic design and brand strategies, I was responsible for finding this boutique design agency a footing on the internet, at the same time becoming responsible for designing websites for new and existing clients.

August 1999 – February 2000 **Full time Designer: Web, TV & Cinema.** Saatchi & Saatchi Interactive, New Zealand.
Responsible for the design and production of advertising on the web and high end animation for both cinema and television. The on- and offline work encompassed everything from two dimensional, static design to high impact work produced in Flash and After Effects.

June–August 1999 **Full Time Tutor.** Wanganui School of Design, New Zealand.
Assisting and providing guidance to undergraduate students for their conceptual, production and creative growth.

Resumé 2/2

Tools **Expert**

After Effects, CSS, Dreamweaver, Final Cut Pro, Fontographer, Freehand, HTML, Illustrator, Image Ready, InDesign, Macintosh OSX, Omni Graffiti, Photoshop

Intermediate

Javascript, Director, Flash, Windows XP

Achievements **2006**

Presented "The Undiscovered Country" at Profile Intermedia 9, Bremen, Germany.

Exhibited xBlocks during a week long exhibition at Arborescence in Marsailles, France.

Masters Thesis Project: "The Undiscovered Country" – Enabling Democracy through Communications Technology.

Exhibited xBlocks during a 10 day exhibition at Salone di Mobile, Milan Italy. As a result the project also gained widespread attention on professional and special interest blogs. In addition it was published in numerous European publications.

2005

xBlocks, a result of the Mattel Workshop "Play Experiences for the Next Generation," was a finalist presented at their design headquarters in LA as a potential addition to their product line.

2005 – 2006

Student representative at Interaction Ivrea. Along with representing student opinion, I worked closely with faculty and students communicating and organising the successful shift of the institute from Ivrea to Milan.

2003

Worked with the Profile Intermedia Team in Bremen, Germany for the facilitation, design and production of their wide range of communications strategies to promote the successful design conference series.

2001

Work selected for the "ikons on ikono" series of special edition prints for Zanders GmbH.

Black Grace received a Certificate of Excellence from The New York Type Directors Club: inclusion in Typography 22 (USA.)

2000

Biomorphictype™ shown at ISEA (Paris) and Profile Intermedia 3 (Germany.)

The Riot of Spring cinema ad received awards from: The New York Type Directors Club (Certificate of Excellence and Inclusion in Typography 21, USA), Silver from the D&AD (UK), 2 Axis Awards, Special Effects & Typography (NZL.)

1999

Undergraduate Honours Thesis Project: "How can 'convergence technologies' be best used to improve news delivery?"

Art Direction/Project co-ordinator of Student Video Presentation at the Wanganui Student Design Conference, DesignCamp 4: "What about design Today?"

Portfolio Interaction design www.restlesseye.com/interaction-design/
Motion graphic design www.restlesseye.com/motion-design/
Web design www.restlesseye.com/interaction-design/web/

Contact **Tristam Sparks**
Graphic & Interaction designer
tristam.sparks@gmail.com
mobile **+44 (0)798.393.9664**

Professional & academic references available upon request.