

JANICE VON ITTER

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EXPERIENCE

Senior Interaction Designer

GoPro, San Mateo CA
Oct 2014 - Present

- Produced concepts, wireframes and task flows for the flagship Hero camera.
- Created and maintained behavioral specifications for products and the wider GoPro media ecosystem.
- Worked with User Researchers to develop test protocols and prototypes for new camera features.

Senior User Experience Designer

Microsoft Research, Redmond WA
Aug 2013 - Aug 2014

- Created early concepts for the evolution of Windows as a connected, social operating system. These concepts have been incorporated into the upcoming release of Windows 10.
- Designed social experiences for mobile apps and websites including next-generation profile, grouping, civic activism and social network concepts.
- Contributed to two patent applications, numerous scientific papers and conference materials.

Interaction Designer II

Xbox at Microsoft, Redmond WA
Apr 2010 - Aug 2013

- Led interaction design on seven core apps for the worldwide launch of the Xbox One console, which has sold over 11 million units.
- Designed service-driven social experiences used by nearly 50 million Xbox Live users across two consoles, on mobile devices, Windows and the web.
- Helped create the Xbox One Human Interface Guidelines and many of the core NUI/VUI controls in the app developer kit, currently used to build more than 50 apps.
- Improved the navigation and IA of the content Marketplaces on Xbox 360 for the 2012 release. Also redesigned the Music app to improve playlist functionality and align to new cross-device experiences.
- Designed the first SmartGlass app for Windows Phone 7 and did foundational work on the Xbox Music, Video and Games apps for Windows 8.

User Experience Associate Producer

Flying Lab Software, Seattle WA
Jan 2007 - Mar 2010

- Led the team responsible for building and improving the game interface on *Pirates of the Burning Sea* (a 3D MMORPG released in 2008) and its expansion, *Power & Prestige*.
- Wrote design specifications and created wireframes for all new game features.
- Created and presented pitch documents for three new game concepts.
- Conducted monthly research surveys and playtests, along with the accompanying podcasts and blog posts to the community.

EDUCATION

Master of Science, Human Centered Design & Engineering

University of Washington

June 2007

Bachelor of Science, Journalism

Boston University

January 2002

Additional coursework in Graphic Design & Typography

School of Visual Concepts

2011, 2013