

CHRIS WATKINS

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Manager, User Experience Design :: Bose Corporation Feb. 2012 – present

Guiding a team of interaction designers, graphic designers, user researchers, technical writers and document production specialists to craft the highest quality product and out-of-box experiences.

- Spearheading a team project to create a holistic strategic vision for the Bose out-of-box experience, setting direction for packaging artwork, structural packaging design, interaction design, and user support and documentation.
- Leading a dedicated out-of-box experience team to develop and implement style standards, designs and content across the consumer product portfolio.
- Led creation and implementation of a UX design language for all app and hardware products.
- Provided creative direction of product visual UI design in apps, hardware, and embedded UIs.
- Managed designers, researchers and writers delivering the largest single year product portfolio launched by Bose, including the ecosystem of SoundTouch Wi-Fi music products.

Cartoonist :: OdoriPark.com Apr. 2007 – present

Creator, writer and artist of comics including *Odori Park*, a romantic-family-geek comedy strip published at OdoriPark.com, and new long-form stories for kids, plus teacher of cartooning and comics-craft.

- Produced and published two book collections of comics and bonus content.
- Wrote, illustrated, and collaborated on strips and stories for Brock Heasley's *The SuperFogeys*, published by Th3rd World, *Woody After Hours* from Ben Carter and Paul Westover, and others.
- Promoted work at comic arts festivals, conventions, and book signings. Created marketing materials and leveraged traditional, Web, and social media venues.
- Created the site at OdoriPark.com, teaching myself PHP and WordPress to heavily customize the ComicPress theme for a better user experience and unique visual design.
- Handled all business operations from accounting to vendor and project management.
- Instructor of workshops and classes for children in drawing cartoons and making comics.
- Now developing new comics for kids, including *Gamescape*, which takes a group of wandering monsters through comedy-adventure stories mixed with riddles, puzzles, and games.

Manager, User Interface Design :: Eastman Kodak Company Jan. 2011 – Feb. 2012

Led a multi-disciplinary user experience team through the development of still- and video- capture device and software UIs.

- Coordinated assignments, resources, and design direction for a team of interaction designers, graphic designers, and human factors specialists across an annual portfolio of roughly twenty products, multiple product lines, and affiliated software applications.
- Initiated and led integration of a new process for iterative design and testing on touchscreen products, garnering significant measurable improvements in user satisfaction.
- Tracked and maintained reduced budgets while guiding team through continued implementation of the new UI language, improvements in touchscreen product experiences, and multiple user testing activities.
- Engaged with local and international branches and vendors, building relationships that empowered UX team members to deliver their best work.

Senior Interaction Designer :: Eastman Kodak Company Oct. 2005 – Jan. 2011

Designed experiences, interfaces, layouts, icons, and other attributes across a variety of consumer and commercial imaging products.

- Led design, refinement, and integration of two new UI design languages across the entire portfolio of Kodak digital cameras.
- Collaborated directly with Design Strategy, Product Marketing, and external design and development vendors in the US, Japan, and Taiwan to deliver game-changing user experiences within constrained technical environments. Led or guided interaction design for nearly all digital still cameras from 2008 through 2012. Primary experience designer for touchscreen camera interaction, including in the CES Innovations Award-winning *Slice*.
- Lead implementation designer for Kodak's Picture Kiosk Attract Loop. Built relationships within multi-function team and guided sub-teams (marketing and software) through adoption of application and process so that each could reach goals independent of specialized support.
- Created interaction and visual UI designs, icons, prototypes, and graphical assets for the Kodak Digital Cinema theater system, the Kodak Picture Kiosk, medical imaging applications, and medical imaging equipment.

Freelance Illustrator & Character Designer

Aug. 2003 – Sep. 2006

- Illustrator, concept artist, and character designer for book, board game, video game, comics, and marketing projects.
- Created character and prop designs, UI designs, and animation keyframe assets for video games including Paintway Entertainment's MiniSpy and the USADA's Time Traveler.
- Illustrated all assets for the *Tiki Mountain* board game from Slugfest Games, including game board, character designs and tokens, box cover artwork, and 42 unique event and item cards.
- Game illustration for role-playing and collectible card game publishers such as West End Games, Guardians of Order (*Big Eyes, Small Mouth*), Goodman Games, Z-Man Games (*Shadowfist*), and others.
- Illustration for textbooks, newspapers, and magazines.
- Defined requirements, planned and managed projects, and handled all finance operations.

Cartoonist, Editor, & Publisher :: BorderWalker.com

Jun. 2000 – Jun. 2005

Creator, editor, publisher, web developer, and cartoonist for an online comics anthology site featuring eleven serialized comic features and ten columns, plus a news blog. Comics included two works of my own: the fantasy adventure *Legacy Dawning* and the interactive language-teaching comic *Electric Spirit*. Also featured were contests and promotions with other comics, pop culture sites, and PR firms representing McFarlane Toys and Universal Home Video.

ESL Instructor & Japanese-to-English Translator :: Language Intelligence

Jul. 1999 – Oct. 2005

Identified student language goals. Developed lesson and course plans. Also worked with partner to quickly turn around Japanese-to-English translation of employee surveys and technical documentation.

Senior Graphic Designer :: LogicalSolutions.net

Jul. 1999 – Aug. 2003

Designed and developed Web sites, multimedia, animations, and marketing materials. Primary client liaison for project visual and user interface design efforts. Developed project management design requirement documentation.

English as a Second Language Instructor :: ACS Institute, Japan

May 1998 – May 1999

Designed and taught English as a Second Language (ESL) curriculum in solo and co-teaching classrooms to students of a wide range of ages and ability levels. Also created instructional comics and headed institute Web projects.

Graphic Designer :: Netstar System & Design Innovations, LLC

Aug. 1997 – Apr. 1998

Designed and coded Web sites, developed marketing materials, and met with clients to assess needs and plan strategies.

:: Projects, Publications, and Patents ::

Gamescape: The Memory Stone, self-published, 2016.

The Odori Park Omnibus, self-published, 2014.

Camera for displaying digital images, patent number 8432472, issued 2013.

Variable rate browsing of an image collection, patent number 8274592, issued 2012.

Comic Creators for Freedom, collaborative illustrations for charity, 2011, 2012, 2013.

Odori Park: East Marries West, self-published, 2011.

Searching digital image collections using face recognition, patent application number 20110243397, filed 2010.

"SuperFogeys Origins: Operation C.O.W.", artist for short story at SuperFogeys.com, 2010.

Instances 2, Gallery Show at Pulp Nouveau Comix, 2010.

ComixTalk cover illustration, September 2009.

Instances, Gallery Show at Nazareth College, 2009.

Surreality, Inc., developed in 2008, published at OdoriPark.com, 2010, and in *The Odori Park Omnibus*, 2014.

"Odori Park," the 24-Hour Comic, published in *24 Hour Comics Day Highlights 2004*, *About Comics*, 2004.

The Webcomic Examiner cover comic: "24 Hours with Joe," September 2004.

The BorderWalker Anthology 2004, writer and illustrator of short story within anthology comic, self-published, 2004.

The Webcomic Tribute Project, organizer and co-operator of charity drive to benefit the Red Cross, 2001.

:: Education ::

Bachelor of Arts :: Magna Cum Laude :: Washington College, Chestertown, MD

1993-1997

- Major in English (Creative Writing), Minor in Visual Arts.
- Member of Omicron Delta Kappa, a National Leadership Honor Society.
- Co-founder and three-year editor of *Menagerie*, an annual arts and literature anthology.
- Staff cartoonist for the Washington College *Elm*.