

# Benjamin Fineman

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## EDUCATION

**Carnegie Mellon University**  
Pittsburgh, PA  
Master of Design, May 2004  
Interaction Design Program

**School of Visual Arts**  
New York, NY  
Department of Continuing Education

**Wesleyan University**  
Middletown, CT  
Bachelor of Arts, June 1994  
Major: American Studies  
Honors: High Honors, Spring 1994  
Phi Beta Kappa, Spring 1994

## SKILLS

- Experience leading interdisciplinary project teams.
- Supervisory and training experience.
- Excellent written and communications skills.
- User research and testing methods, including field observation, interviewing, card sorting, user testing, cognitive walkthroughs, and prototyping.
- Proficient in a wide variety of graphics, word-processing, and presentation programs.
- Basic programming skills, including Lingo, ActionScript, and HTML.
- A curious and analytical mind, with a broad range of interests.

## MORE INFORMATION

- Online portfolio: [www.mildabandon.com](http://www.mildabandon.com)
- A list of references is available upon request.

## WORK EXPERIENCE

**Senior Design Analyst**  
frog design, San Francisco, CA  
August 2004–present

Design compelling user experiences for devices and software through user research, information architecture, and interaction design. Lead teams of design analysts, visual designers, and design technologists, keeping activities and deliverables on schedule. Lead working sessions, reviews, and presentations with clients. Create wireframes, research documents, presentations, conceptual models, taskflows, specifications, and other documentation.

**Instructor**  
Carnegie Mellon University, Pittsburgh, PA  
August 2002–May 2004

Taught a full-credit course, “Communication Design Fundamentals,” to graduate and undergraduate students. Taught students with varying levels of design expertise about typography, composition, color, and image.

**Information Architect / Lead Information Architect**  
Razorfish, New York, NY  
October 1999–July 2002

Helped clients such as Charles Schwab and Avaya define their user experience strategy. Specified the functionality and information structure of websites, intranets, content management systems and online tools. Created site maps, flowcharts, schematics, audits, concept maps, styleguides, functional specs, usability test plans and other documentation. Worked closely with designers, developers, technologists, producers, usability specialists and clients. Led teams of information architects on large projects.

**Senior Designer / Information Architect**  
Frontier Interactive, New York, NY  
May 1998–September 1999

Planned, designed and produced websites and CD-ROM applications. Worked with clients to define scope and structure of projects. Designed all aspects of projects, including interfaces and navigational elements, animations, typography and layout. Supervised designers and programmers in production of final projects and meeting of deadlines.

**Freelance Graphic Designer**  
Arthur Andersen, New York, NY  
February 1998–June 1998

Designed report covers, presentations, posters, invitations and advertisements.

**Graphic Designer / Trainer**  
Clik Communications, New York, NY  
November 1994–January 1998

Created presentation graphics for financial and consulting companies. Designed and administered software and hardware training courses for employees. Created instructional guides for internal and client use. Acted as a “help desk” for both employees and clients.