

NOAH ILIINSKY

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206-310-4699

ComplexDiagrams.com

EXPERIENCE, SKILLS, AND TALENTS

- Expert in theory and practice of information visualization
- Experienced in interaction design, information architecture, and user experience design
- Over eight years of professional experience in product definition and development
- Superior at creating solutions that balance true customer need with business requirements and constraints
- Excellent communication, teaching, writing, presentation, and mediation skills
- Rigorous analytical skills and proficient at handling numeric data
- Lifelong commitment to excellent user experience
- Consistently recognized for personable interactions

EDUCATION

M. S. Technical Communication, focus on interaction design, University of Washington, 2006

- *Thesis: Generation of Complex Diagrams: How to Make Lasagna Instead of Spaghetti*

B. A. Physics, Reed College, 1995

- *Thesis: Electron-Hole Pair Recombination Rates in an Irradiated Silicon Semiconductor*

EMPLOYMENT

Sr. Program Manager for User Interface VMware, Seattle, WA May. '09–Present

- Responsible for the interface of a tool for managing complex applications deployed in the cloud
- Extensive work defining requirements, writing and editing documentation for internal and external use
- Originally hired by EMC, VMware's parent company. The team was transferred to VMware in July 2009.

User Experience Consultant Seattle, WA Nov. '05–Present

- Created high-quality site maps, wireframes, specs, and other key deliverables in a timely manner
- Conducted usability-oriented evaluations of existing and new web sites and training products
- Documented broad and specific recommendations to improve navigation, consistency, efficiency
- Worked on eCommerce, catalog, and personal web sites, training materials, and academic projects

Interaction Designer (Contract) Corbis, Seattle, WA Dec. '06–Nov. '07

- Responsible for all interaction and interface design of next-generation media cataloging tool
- Proactively managed constructive interactions between business and technology
- Worked with analysts and internal customers to analyze, define, and document requirements
- Created sketches and mockups of all new and revised interfaces
- Described and annotated all interfaces and behaviors
- Worked with analysts to author functional specifications
- Created a variety of associated and supporting documentation
- Led twice-weekly design review meetings with business customers, analysts, and management
- Approved job applicant resumes and interviewed interaction design candidates

User Experience Designer and Evangelist Exbiblio, Seattle, WA Apr. '06–Aug. '06

- Evangelized vision of coherent user experience for integrated device, software, and service product
- Responsible for the user experience of all products, including features, interface, and interaction design
- Generated use cases, user flows, specifications, and interface mockups during product planning phases
- Responsible for conveying the company and product vision to job applicants

- Mobile Interface Design Intern** **AOL/Tegic, Seattle, WA** **Apr. '05–July '05**
- Researched and designed new interface configuration for T9 text input software on new hardware platform
 - Helped design usability study, authored study report, contributed sections to second study report
 - Ran over 30 usability participants across two different studies
- Teaching Assistant** **University of Washington** **Sep. '03–June '04**
- Taught Introduction to Technical Writing for engineers
 - Lectured, wrote curriculum, and graded student assignments
 - Received high ratings for instructor’s contribution and effectiveness
- Web Developer** **Amazon.com, Seattle, WA** **Apr. '03–Sep. '03**
- Worked in the Seller Tools group developing interfaces for third-party product listing management
 - Wrote Perl/Mason code to generate web pages
- Scientific Applications Developer** **Geospiza Inc, Seattle, WA** **Nov. '01–Apr. '02**
- Wrote Perl code to generate web pages for scientific data analysis, visualization, and management
- Sr. QBot Engineer** **Disney Internet Group/Quando** **Aug. '96–Feb. '01**
- Managed definition and development of data products for external and internal customers
 - Designed and engineered data collection and manipulation software and processes in Perl
 - Wrote tools for data access and manipulation using DBI, Oracle, SQL Server, and FileMaker Pro
 - Wrote curriculum, trained, and mentored junior programmers
- Licensed Nuclear Reactor Operator** **Reed Reactor Facility, Portland, OR** **Jan. '92–July '95**
- Operated a TRIGA Mark I nuclear reactor in accordance with federal regulations
 - Documented and diagramed reactor systems for official site documentation
 - Taught systems and procedures to reactor trainees

PUBLICATIONS, CONFERENCES, AND PRESENTATIONS

- *Beautiful Visualization*, O’Reilly, spring 2010 Technical Editor, Contributor
- Central Intelligence Agency, Sept. 2009, Jan., May (scheduled) 2010 Presentation & workshop
- Dept. of Human Centered Design & Engineering, UW, Oct., Dec. 2009 Guest Lectures
- InfoCamp Seattle, October 2009 Presentations
- VizThink Conference, February 2009 Presentations
- Puget Sound SIG CHI monthly meeting, January 2009 Presentation
- InfoCamp Seattle, September 2008 Presentations
- FOO Camp, July 2008 Presentation
- Bar Camp Seattle, June 2008 Presentation
- Boxes and Arrows, March 2008 Podcast
- Ignite Seattle, February 2008 Presentation
- VizThink Blog, February 2008 Podcast / Webinar
- InfoCamp Seattle, October 2007 Presentation
- IEEE Professional Communication Conference, October 2007 Poster
- STC PSC Student Research Showcase 2006 Poster, Presentation
- STC PSC Student Research Showcase 2005 Poster

VOLUNTEER WORK

- Bike Mechanic; Bike Works, 2009
- Black Rock Ranger, Trainer, Mentor; Burning Man Project, 2002–present
- Steering Committee Member; Reed College Alumni Association Rainier Chapter, 2000–2007
- Relief Shelter Construction Volunteer, Mississippi gulf coast; Worldshelters, October 2005