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Hi. I'm Mark,

a dedicated creative professional that thrives on solving meaningful problems with a diverse team. I'm a project leader and motion designer whose approach combines the creativity and velocity of film production with the rigour of user-centric design.

At HERE, I elevated the visibility of design to become an integral part of customer engagement and represented that viewpoint at events like CES.

I excel at aligning and managing resources, goals and expectations. I put personal relationships over process and tools, and achieve success by the integration of design, engineering and business viewpoints.

Skills

- Leading multidisciplinary teams to victory!
- Champion creative thinking and user-centric design.
- Motion Design and User Experience.
- Visualization and Prototyping.
- Coaching team members towards their goals.
- Project Management, from concept to delivery.
- Building trust and alignment between stakeholders.
- Taking responsibility for business outcomes.
- Speaking with clients, analysts and executives.
- Budget allocation and monitoring.
- Managing external contractors & suppliers.
- Agile Manifesto.
- Leadership with integrity, honesty and compassion.

At the
 intersection
 of **Design,**
Engineering
 and **Business**

Software

Adobe Creative Suite, 3d Studio Max,
 Office, Sketch, Invision, Jira, git, etc...
 Just enough code to be a danger to myself.

Career History

Sr Manager, Design 2018
 HERE

Achievements & Milestones

Neutral Server
 Data sharing between gov't & car manufacturers on OLP

Present OLP to Dubai RTA

HERE Berlin AR / Hololens

VR Frankfurt
 Next-Gen Auto Services

Knight Rider
 Automated driving simulator

Motion & Prototyping
 Recruit a new team!

2015

Principal Motion Designer
 Nokia/HERE

Brand Motion Guidelines

Design Agenda
 Unified Experience

Motion Design & UX across the maps product portfolio:
Mobile - Automotive - Web

 **Berlin** 2012

Sr Visual Designer
 Nokia

Motion Design - mobile OS
 w/ Nokia Design in London

Visual Design for store client on mobile devices

2011

Playback Artist
 Westmedia Films

Computer playback and motion graphics for film & television productions
 eg. **Thor, V, Defying Gravity**

2008

Composer
 Supernatural Films 2007

Title Sequence & VFX
 for Supernatural Season III

Front End Artist
 Radical Ent. / Backbone

Agile
 Software Development on console & mobile games

Sonic the Hedgehog - PSP

Multimedia Developer

Corporate Communications & Investor Relations

3d Animation, Video and Interactive Media.
 (BC Ferries, CP Hotels/YVR)

Technical Illustrator

Adult education and training in heavy industries.
 (eg. container shipping, bulk materials, pulp & paper)

Work directly with operators in the field. (User Research)

"Reduce non-data ink"
 - Edward Tufte

 **Vancouver** 1990