

# CADIN BATRACK

206.849.0948

cadin@cadinbatrack.com  
www.cadinbatrack.com

I'm an interaction designer and developer with over 15 years of experience. My background in graphic design, motion graphics and game development enables me to create elegant and delightful user experiences.

I'm happiest when I can work on projects that leverage both my design expertise and programming skills.

## WORK EXPERIENCE

### **Microsoft** 2016-PRESENT Senior UX Designer & Prototyper

I currently work in an incubation team within Outlook & O365 where I explore ways to further productivity paradigms through user-focused design and rapid prototyping.

### **FiftyThree** 2015-2016 UX Designer

While working at FiftyThree I helped design pen and touch based drawing and collaboration tools, creating high-fidelity prototypes to evaluate hardware and software interaction experiences.

### **Rosen Publishing** 2010-2015 Creative Director, Interactive

At Rosen I designed and developed educational games and interactive learning products for K-12 students. In this position I developed apps for desktop and mobile devices as well as innovative cross-device solutions using responsive HTML5 technologies.

### **Kaboom Social Games** 2010 Lead Designer

I created designs and animations for the interactive components of our social games platform. As lead designer, I managed a team of artists and designers to ensure consistent quality and visual style across all components of the games.

### **The Pencil Farm** 2006-2010 Game Designer

The Pencil Farm is a casual game site I created and ran myself, producing all aspects of each game (concept, graphics, sound and programming). Although this was primarily a personal project, I also developed custom games for third parties including Miniclip, Kidz Bop, and Mochi Media.

### **Freelance** 2004-2006 Motion Graphics Artist

I worked with clients to develop concepts, then design and animate elements for show packaging, film titles and television commercials. Clients included The Discovery Channel, TLC, Macy's and Kmart.

### **i.Solve, Inc.** 2001-2003 Motion/Interactive Designer

I designed and developed interactive animated display graphics for films and television shows like *X2: X-Men United*, *Hulk*, and *Spiderman 2*.

### **PictureIQ Corporation** 1999-2001 Interface Designer

At PictureIQ I designed interfaces for television-based consumer electronics products for Hewlett-Packard, Iomega and Logitech.

## EDUCATION

### **The Cooper Union for the Advancement of Science & Art**

Bachelor of Fine Arts, with emphasis on design

### **The Art Institute of Seattle**

Associate of Applied Arts in Graphic Design

## TECHNICAL SKILLS

Flash, ActionScript & AIR	HTML & CSS	Javascript
After Effects	Adobe Creative Suite	Processing
Objective-C	Xcode & Swift	Sketch