



David Utt  
Digital Designer

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## Objective

My goal is to achieve harmony and increase empathy in our digital lives by focusing on human experience. My UX research process aims to augment the universal human values to adapt them to user interaction in product development through social, cultural and technology research collaborating with experts in the tech industry.

## Tools & Skills



UX & UI



Sketching



FlowChart



HTML/CSS



3D



Arduino

## Education

### Parsons School of Design

Sept. 2015 - May 2017

In the MFA Design & Technology program, I became proficient with Arduino, Raspberry Pi, and Javascript to develop physical and mobile based designs. In addition Applied my UX experience for prototype development creating, web/mobile pieces focusing on scalable projects and front-end development.

### Rochester Institute of Technology

Sept. 2011 - May 2015

At RIT's New Media Design BFA program I designed and developed mobile, websites, and product interfaces. Later centralizing my work on UX design practices with prototypes, empathy maps, and site maps.

## Experience

### Insomniac Design

June 2014 - Sept. 2014

At Insomniac Design in Washington D.C, I created websites and assets for the UN, World Bank, and small businesses. Roles included research, asset development, website designs and interaction model.

## Collaborations & Exhibitions

### IBM Watson - Interface Cognitive AI

Collaborated with UX Designer from IBM Watson and UX Researcher from Bell Labs exploring UX/UI of live cognitive data and applications of deep learning.

### Parsons x China Panorama 2016

Working in collaboration with students from the Sichuan Fine Arts Institute of Fine Arts, we made an open framework interface demonstrating the connected nature of cultures via astrology masks.

### A+E Networks & Parsons: History Design Jam 2015

Runner Up - Most Innovative Concept

Working in a team of three we made design concept, around "Interactive History", this was presented to A+E executives and design leaders.