⌂ 26 Willard Terrace, Stamford, CT 06903

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Robert Miles Long

PROFILE

I bring a wide range of talents and a passion for solving problems that synthesize elegant visual solutions with real business needs. Drawing on over 16 years of experience in user-centric interactive design, illustration, animation and design for print, I have supported strong national brands such as Gartner, Pitney Bowes, Hyperion Solutions (now Oracle), Thule and Black & Decker.

EXPERIENCE

Creative Director

Gartner, Stamford CT   **2010 – present**

As the Creative Director for the User Experience and Design group, I am responsible for the look, feel, and creative vision for all products in the Gartner client delivery portfolio with an emphasis on creating and communicating a global user-experience language with our design team as well as external vendor partners.

- Author and manage the Gartner interaction pattern library, design principles and guidelines for internal usage and vendor partners.

- Responsible for directing, mentoring, and assisting Gartner's Interactive design team as well as partnering with the front end development teams to set design and Front-end coding standards

- Provide direction to external vendors to ensure that our interactive products are user friendly, accessible and on brand.

- Provided creative direction to our design and development partners on Gartner's research and Gartner Event Navigator Apps (available on Apple's App Store)

Sr. Interactive Designer

Gartner, Stamford CT   **2005 – 2010**

As a senior interactive designer at Gartner I was responsible for the look and feel of Gartner prospect facing Web sites and client ful llment product sites, which tailor Gartner insight to role based audiences.

- Products included Gartner for IT Leaders, My Gartner, Summit Events, gartner. com, and Symposium ITxpo (the 2008 design won a Web Marketing Association Events Standard of Excellence Award)

Sr. Interactive Designer

Pitney Bowes, Stamford CT   **2003 – 2005**

As a senior interactive designer at Pitney Bowes I initiated the migration of all future Web initiatives from HTML table-based layout to CSS/xHTML page layout for greater Web Standards compliance as well as allowing for more creative possibilities on their Broadvision CMS platform

- Served as a lead member of a cross functional team to implement the migration to modern CSS layout (offshore, inhouse, creative agency and IT), resulting in a paradigm shift on how Web pages would be created and maintained

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EXPERIENCE (CONT.)

Multimedia Designer
Hyperion Software, Stamford CT   1999–2003

As a multimedia designer at Hyperion I designed user interface designs for Hyperion's corporate Web site and Hyperion branded intranets, kiosks, and CD-Roms as well as designing online animations, and e-mail campaigns

- Managed the redesign of Hyperion's corporate Web site, carrying the design through all phases of development, taking the design from creative brief, to creation of wireframes, presenting comps to senior management, coding the working prototype, creating hand off files for our developers, and finally documenting style guidelines and standards for Documentum CMS template creation

Designer/Animator
(i3),Information & Imagination Inc., Westport CT   1998–1999

Involved in all aspects of the design and development of innovative internet, intranet projects and sales force multimedia CD-Rom presentations

- Developed graphic user interfaces, created storyboards for the ow of the interactivity, and produced animated scenes for sales force presentations for clients such as PanAmSat, AT&T, Purdue Pharmaceutical, and CDRadio (now Sirius Satellite Radio)

Associate Art Director
Kazlon Communications, Middletown, CT

Designed and managed projects for a variety of clients ranging in size from the small local business to global manufacturers such as Black & Decker, Thule, and Van Stall

- Directed a small studio staff of illustrators, production artists and designers and ensured delivery of all projects within specifed budget and time constraints

EDUCATION & TRAINING

Bachelor of Arts in Graphic Design,
Central Connecticut State University, New Britain, CT   1988–1995

SKILLS

Experience in Lean UX/Agile development processes and facilitating design thinking workshops/sprints

Mastery of Adobe's Creative Suite platform: Photoshop, Illustrator, InDesign, Experience Design Beta as well as Bohemian Software's Sketch and continually learning new applications to increase the team's effectivenes

Demonstrated ability to create high resolution Sketch wireframes and Invision prototypes to solicit early user feedback

Experience delivering applications across a variety of platforms including web, desktop and mobile through responsive frameworks such as Bootstrap and Zurb's Foundation.