

**Marty Moore**

Interaction Design for Web,
Mobile and Desktop

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IBM Mobile Design

Design Lead
Feb 2011 - present

Currently leading the design team making mobile collaboration tools for IBM. Designing apps for Android, iOS, and Blackberry as well as HTML5 mobile web sites.

IBM Project Vulcan

Design Lead
Nov 2009 - Jan 2011

Defined the roadmap for how all IBM's collaboration services integrate into a seamless user experience. Performed user interviews, designed and implemented a series of interactive prototypes and published an internal series of design principles and patterns. This work is currently being implemented in all IBM's next generation collaboration software.

IBM Connections

Senior Product Designer
Jul 2006 - Oct 2009

Performed user research, created early vision stories and defined product requirements for key parts of IBM's first social software offering, IBM Connections. Project resulted in the most successful new software product introduction in IBM's history.

Lotus Notes Redesign

Senior Product Designer
Jan - Jun 2006

Led a small team dedicated to radically updating the Lotus Notes e-mail client interface. Transformed the aging client into a streamlined, contemporary mail client, greatly reducing the number of unnecessary features in favor of providing a better user experience.

Lotus Workplace

Product Designer
Oct 2002 - Jan 2006

Designed the user experience for 3 major releases of Lotus Workplace, an online collaboration suite. Performed usability studies, developed design specifications, and directed a global development team.

Tivoli systems

Product Designer
Jan 1999 - Sep 2002

Developed Tivoli's first cross-product interface guidelines, enabling administrators to easily switch between different tools without having to retrain or learn a new set of interaction patterns.

IBM United Kingdom

Design Intern
Jan 1998 - Jan 1999

Designed and implemented a variety of internal web sites. Conducted a series of international feedback sessions.

Education

1997 - BA in Graphic Design at NC State University School of Design

SKILLS

Information Architecture, Storyboarding, Prototyping, User research & testing

Skilled presenter with experience at conferences and customer locations

HTML, CSS, Javascript, Photoshop, Flash, Illustrator, InDesign

PUBLICATIONS

"The dogear game: a social bookmark recommender system"
ACM Group Conference 2007

"Activity Explorer: Activity-centric collaboration from research to product"
IBM Systems Journal 2006

"FeedMe - Collaborative alert filtering system" CSCW 2006

NOTABLE

IBM Outstanding Technical Achievement Award for Leadership in Social Software Design (2007)

4 Issued US patents, over a dozen filed

Design mentor for student research projects at Macalester University

Print Gocco enthusiast