

**Dave Malouf** – [dave.ixd@gmail.com](mailto:dave.ixd@gmail.com) || <http://davemalouf.com/>

729 E. 51<sup>st</sup> Street, Savannah, GA 31405 || H: 912-355-6195 || M: 646.373.2818

**Principal, Dave Malouf Design: Savannah, GA**

*5/11-Present*

Dave Malouf Design (DMD) helps organizations create effective digital design teams that fit the cultural realities of their companies. Mentorship, team building, training, design consulting, design strategy, etc.

**Co-Founder, Peer Loft, LLC: Savannah, GA**

*5/11-Present*

Peer Loft is a new startup dedicated to bringing the cultural methods and processes of the design studio to digital collaboration methods that are at the cornerstone of large enterprise and distributed studios today.

**Professor, Industrial Design Department, SCAD: Savannah, GA**

*1/09-6/12*

Initiatives: Teach and manage Interaction Design minor in the Industrial Design Department.

**Sr. Interaction Designer, Motorola, Inc.: Holtsville, NY**

*9/06-12/08*

Initiatives: Re-design of device management software. Evangelized use of new technologies to improve the workflow between design and development. Spearheaded innovation initiative in the area of medical device user interface design. Designed, project managed new information sharing space for design research group. Consulted on and contributed to innovation & design blog.

**Founder, Vice President, Interaction Design Association**

*8/03-2/08*

Initiatives: Founded the global organization advocating and advancing the discipline of interaction design. Spearheaded the existence of not only the NYC local group, but also the mechanism for some 20 local groups to be created globally. Moved a virtual organization, to a sustainable, legal corporate entity. Co-chaired the first global conference, by interaction designers, for interaction designers and about interaction design.

**Manager, User Experience Design, IntraLinks, Inc.: New York, NY**

*9/03-11/06*

Initiatives: directed application redesign (first in 5 years); led new methods and processes for prototyping and documentation; set strategy not just for user experience designs but also for team development—education and hiring; brought in design research techniques: usability testing, field research.

**Senior User Interface Designer-Documentum, Inc.: Pleasanton, CA**

*9/01 – 9/03*

Initiatives: lead UI development toward rich Internet application model; heads team to manage UI component consistency across applications using Documentum's web-based platform. Created "concept car" project so that the organization can gain insights into CMS 5 years out instead of just next year.

**Senior Strategist/Director of Info. Arch.-Vizooal, Inc.: NY, NY**

*10/99 - 8/01*

Initiatives: Developed methodologies, developed documentation templates.

Clients: Unisys, Cisco, BMG, EMI, NetFreight, GoCargo, Production451, Viz[rt] and MyFitnessExpert

**Senior Web Site Developer-Cythere, Inc.: NY, NY**

*4/99 - 9/99*

Clients: L'Oréal Paris USA, Evian, and Danone (Dannon)

**Internet Technologist-APL Digital, Amirati Puris Lintas: NY, NY**

*1/98 - 7/98*

Clients: Ameritech, Nestle, UPS, Iridium.

**Interactive Producer - K2 Design, Inc.: NY, NY**

*7/97 - 1/98*

Initiatives: quality assurance procedures and new documentation product, including technical, functional, and creative specifications

Clients: American Express, Lexis-Nexis, Atlanta Internet Bank, Sumitomo Corp. USA, and

**Sr. User-Interface Designer: TIS: NY, NY**

*6/96 - 7/97*

Initiatives: production and quality assurance procedures, and key strategic white papers

Clients: Prudential, National Discount Brokers, Bell Atlantic NYNEX Mobile, Kwasha Lipton, McKinsey & Co., Alliance Bank, ADP, and AIG

**CEO/Creative Director - Indigo Internet Communications: NY, NY**

*8/95 - 6/96*

Clients: Sony, Nielsen Media Research, A.C. Nielsen, IBM, N2K (CD Now), KGB Media, and TotalTel.

**Dave Malouf** – [dave.ixd@gmail.com](mailto:dave.ixd@gmail.com) || <http://davemalouf.com/>

## **PRESENTATIONS & WORKSHOPS**

UXXLX 2012, Lisbon, Portugal - "Make Your Users Boogie" - May 12

Interaction 12, Dublin, Ireland - Feb 12

- "What you missed when skipped design school" - full-day workshop.
- "Aesthetics of Motion in Mobile Design" - Lecture

Adobe MAX, Los Angeles, CA - "Changing Creativity" - Oct 11

Frontiers of Interaction, Florence, Italy - "Designing for Gestures in Mobile Devices" - Jun 11

Holon Institute of Technology, Holon, Israel - "Move That Thang!: a new aesthetics of motion in Interaction Design" - Mar 11

The Junction, Tel Aviv, Israel - "Anyone Can Be a UX Designer, But Not Everyone IS One" - Mar 11

UX Israel, Tel Aviv, Israel - workshop "Designing for Gestures in Mobile Devices" - Mar 11

Interaction South America, Curitiba, BR - Dec 10

- "Educate Thyself"
- "Sketching: The Secret Sauce of Design"

PICNIC, Amsterdam, NL - "Open Systems" - Sep 10

User Experience Lisbon (UXXLX), Lisbon, PT - "Sketching: The Secret Sauce of Design" - May 10

From Business to Buttons, Malmo, SE - "From We're Not Gonna Take It to Let's Get It On" - Jun 09

Copenhagen Institute of Interaction Design, Copenhagen, DK - "Foundations of Interaction Design" - Jun 09

Interaction 09 | Vancouver, Vancouver, BC, Canada – Feb 09

- "Introduction to Interaction Design," 1/2-day workshop
- "Foundations of Interaction Design: Working towards a critique of IxD" – Lecture

IxDA NYC, New York, NY – "State of Interaction Design 2008" – Dec 08

SmartExperience.org (2007 & 2008)

- "Interaction Design for Rich Internet Applications," 8 week class
- "Sketching for Interaction Design" – 1-day workshop

Connecting 7 (IDSA/ICSID) – Sep 07

- "Google Earth" Panel moderator
- "Patterns Revisited" – co-Lecturer

IA Summit 2007, Las Vegas, NV - "Interaction Design Symposium on RIAs" – Mar 07

Web Application Summit, Monterey, CA – Jan 07

- "Designing Powerful Web Applications," 1-day workshop
- "What is 'rich'? Why do 'rich'?" – Lecture

Israel Usability Professionals Association, Herzlyia, Israel - "What is 'rich'? Why do 'rich'?" – Jan 07

UI11 Cambridge, MA – Oct 06

- "Designing Powerful Web Applications," 1-day workshop
- "What is 'rich'? Why do 'rich'?" – Lecture

IA Summit 2006, Vancouver, BC – Mar 06

- "Interaction Design Symposium" (organizer & speaker)
- "Wireframe Panel"
- "Web 2.0, RIAs, & AJAX"

IDSA 2005, Washington, DC - "Interaction Design: History, Methods, and Practice" - Aug. 27, 05

CHI2005, Portland, OR - "Developing the User Experience Professional", a panel – Apr. 5, 05

IA Summit 2005, Montreal, QB - "Understanding Interaction Design" - Mar. 6, 05

Design User Experiences (DUX) 2003 Conference & AIGA Case Study Archive:

- "Webtop: Realities in designing a web application platform" – Jun 7, 03

**Dave Malouf** – [dave.ixd@gmail.com](mailto:dave.ixd@gmail.com) || <http://davemalouf.com/>

## **PUBLICATIONS**

"Design Education of the Future" *Icograda Design Education Manifesto 2011*, Benneit, Vulpinari editors, ICOGRADA - 2011. (reprinted *Newsletter*, Graphic Artist Guild, Summer 2012)

"Moving into Non-Linear Iteration ... and managing people Who Haven't Arrived There Yet" *UX Storytellers: Connecting the Dots*, Jan Jursa et. al. editors, self-published - 2010.

"IXDA: Designing a Down-Up Organization", *Innovation*, IDSA, Summer 2010

*JohnnyHolland.org* (<http://johnnyholland.org/>)

"[The Corruption of Making in Design](#)" - Dec 19, 11

"[Design Education](#)" - July 28, 11

"[Motion and The Clay of Interaction Design](#)" - Mar 23, 11

"[UXLX Report \(Days 1-3\)](#)" - May 19, 10

"[Interaction Design's Early Formal Education & Beyond](#)" - Jan 13, 10

"[Metaphor on the Brain: Where else would it be](#)" - May 21, 09

"[Move Beyond Function Towards Connection](#)" - Apr 21, 09

"[Foundations of Interaction Design: Interaction '09 Reprise](#)" - Mar 9, 09

"[Creating Serendipity: The true craft of design](#)" - Jan 5, 09

*Core77* (<http://www.core77.com>)

"[IXDA Interaction12 Preview: State of Interaction Design: Diverging](#)" - Jan 23, 12.

"[Refections on PICNIC 2010: What Are Your Bringing?](#)" - Oct 14, 09

"[Case Study: Freescale Netbook Design at SCAD](#)" - Aug 5, 09

"[Interaction Design and ID: You're doing it already, don't you want to know what it is all about](#)" - Feb 8, 08

*Boxes and Arrows* (<http://www.boxesandarrows.com>)

"[Why I'm Not Calling Myself an Information Architect Anymore](#)" - May 6, 02

"[HTML's Time is Over. Let's Move On.](#)" - Jan 26, 03

"[Foundations of Interaction Design](#)" - Aug 19, 07 (Followed by Podcast)

"Aesthetics and Interaction Design—Some Preliminary Thoughts", *<interactions>*, Vol. 12:5; Sep/Oct, '05;

*Ok-Cancel* (<http://ok-cancel.com/>)

"[OK, I Made the G-d Damn Switch!](#)" - May 27, 05

*UX Matters* (<http://uxmatters.com/>)

"[RIAs: The technology is exciting, but do they really help users?](#)" - Dec 6, 05

*UI Garden* (<http://uigarden.net/>)

"[The Place for Standards in Interaction Design \(IxD\) and Ui Design \(UID\)](#)" - Sep 7, 06

## **MEMBERSHIPS and LEADERSHIP**

IxDA – The Interaction Design Association (Founder/Board of Directors/Vice President)

Interaction08 | Savannah (first annual conference for IxDA – Co-Chair)

IDSA – Professional Member

## **EDUCATION**

Univ. of California at Berkeley, B.A. in Anthropology (Culture & Personality)

*Supplemental Education*

Pratt Institute, courses in product design and drawing for product design

Copenhagen Institute of Interaction Design--Summer Program

\* Computational Design

\* Physical Computing