



**William Ruby**

Coding for Fun / Form / Function  
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	<b>Work Experience</b>	<b>Adobe Systems</b> 2012 – 2017 =====
		Senior Experience Designer, Lead
<b>Skills</b>	<b>Design</b> =====	Worked on prototyping and testing new project initiatives with a mix of Designers and Developers, and worked on Pro Bono installations for a number of SF Musuems.
	Strong typographic sense, excellent craft and good hand skills.	In those 5 years I've done everything from installing exotic large touch screens at customers to speaking in front of a 3000 seat internal conference.
	Proficient in Illustrator, Photoshop, InDesign, After Effects, Premiere	
	<b>Programming</b> =====	<b>o2 creative solutions</b> 2011 – 2012 =====
	Fluent in Javascript, HTML, CSS. Worked with a variety of off shelf CMS's as well as rolled my own. Experience prototyping in ObjC and Swift.	Junior Designer
	Worked extensively in Node.js, Processing, Arduino and Xcode enviroments. Competent in Unity and Visual Studio.	Branding, Web, Video, and Interactive work, including large event video and production, and blue sky R&D on technical projects. Managed and maintained servers for client and company use.
	<b>General Nerdiness</b> =====	
	Comfortable with the command line, and git. Worked extensively with developers in my role at Adobe. I develop my own film and tinker with electronics on the side.	
		<b>Education</b>
		<b>College for Creative Studies</b> 2008 – 2012 =====
		Graphic Design Major – GPA 3.7
		<b>Oakland Community College</b> 2007 – 2008 =====
		Design Major – GPA 3.8
<b>Recognition &amp; Awards</b>	<b>Comm Arts 23rd Interactive Annual</b> 2016 =====	
	Self Composed at SFMOMA, Enviromental	
	<b>Adobe Design Achievement Awards</b> 2011 =====	
	Category Winner, Installation Design	
	<b>How Magazine Design Awards</b> 2012 =====	
	Outstanding Student Work in Interactive	