

# Ben Dansby

UX DESIGNER  
SAN FRANCISCO

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I was reared from birth to appreciate good interaction design. Growing up in a Mac family, I developed a deep love of intuitive user experiences, and a healthy persecution complex being an Apple fan in the 90s. Hoping to cash in on the dot-com boom, I started my own web design company in eighth grade, several months before the crash. Not to be thwarted, I have pursued my interest in design and technology ever since, and find myself living in a touch-based world created by the company I was once mocked for adoring. Not that I'm bitter or anything.

(More) seriously though, I just really love looking at, learning about, creating, and using (good and bad) user interfaces. I'm interested in everything from big picture interaction patterns to the appropriate opacity for a one-pixel bevel highlight. I want to make stuff that's easy to use, nice to look at, and hopefully at least a little fun.

## EDUCATION

BFA, Visual Communications

Truman State University, May 2008

MFA, Visual Communication Design

Kent State University, August 2010

## EMPLOYMENT

Momentum Design Lab *(September 2010 – Present)*

User interface design, information architecture, motion graphics

Glyphix *(August 2009 – May 2010)*

Web development, corporate identity, motion graphics, print

Kent State University *(August 2008 – May 2010)*

Graduate assistant and adjunct instructor: Kinetic & Sequential Graphics, Basic Computer

Immerge Technologies *(May 2008 – September 2009)*

Web design, interface design, illustration, design consulting.

## REFERENCES

Ken Visocky O'Grady

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