

BENJAMIN SHOWN

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EXPERIENCE

Blink UX

Design Director + Partner
2018 – present

Direct multidisciplinary UX teams focused on user research, product envisioning, design systems, and brand expressed as software.

Museum of Pop Culture

Exhibit Designer
2010 – 2013

Exhibit design, art direction, and data visualizations for various science fiction, pop culture, and music exhibitions.

Tectonic

Creative Director
2013 – 2018

Direct design envisioning and product strategy projects at the delta of interaction, visual, and motion design.

University of Washington

Teaching Assistant
2009 – 2010

Conduct lectures and provide teaching support for the undergraduate design program including courses in design foundations, typography, and professional practice.

Microsoft Envisioning

Experience Designer
2011 – 2012

Design software and technology prototypes for Microsoft's future vision across scenarios set in the home and office.

SPEAKING + TEACHING

ConveyUX Boston

User experience conference
Keynote speaker
2019

Northeastern University

Department of Art + Design
Design workshop
2018

Seattle Interactive Conference

Tech + creativity conference
Keynote speaker
2018, 2016

Harvard University

Graduate School of Design
Design workshop
2018

University of Washington

Division of Design
Lecture + design workshop
2018, 2016, 2013

Mass College of Art + Design

Communication Design
Adjunct instructor
2014

EDUCATION

University of Washington Seattle

School of Art / Division of Design
MFA Visual Communication Design
2008 – 2010

Webster University St. Louis

School of Communications
BA Interactive Digital Media
2001 – 2005