



ROLAND FROHMAN

INTERACTION DESIGNER

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rhfrohman.github.io

SKILLS

Adobe Creative Suite, Adobe After Effects, Unity3D, Cinema 4D, Ultimaker Cura, Maya, Sketch, InVision, Zepplin, HTML, CSS, Bootstrap, Audacity, FL Studio 20, Axure, Arduino, Java, Javascript, Mural, Balsamiq, Particle.io, Figma, Processing IDE

EMPLOYMENT

Founder & Lead Designer, RHFIII Design, Detroit, Michigan __ Jan 2010 - Present

Lead graphic designer responsible for all logos, designs, marketing and advertising materials for rebranding of various companies. Redesigned for MedCentral Health System a newly acquired orthopaedic practice with 6 physicians, increasing the average number of patients to over 300 per day. I worked with numerous local startups in the Metro Detroit area to design their style guides, logos, marketing and branding materials, websites, and mobile designs, mockups and prototypes.

UX Designer, Dos Mundos Creative, Austin, Texas __ May 2019 - Sep 2019

Lead user experience designer for technology design consultancy, and lead the team through a company rebrand including redesign of style guide, logos and company web and mobile sites.

Lead Marketing UX / Visual Designer, Humanetics Innovative Solutions, Detroit, Michigan __ May 2018 - May 2019

Report directly to the director of sales & marketing to design flyers, brochures, promotional materials and maintain the company website. Work directly with the global marketing director on a global company re-brand.

User Experience / Visual Designer, The University of Michigan, Ann Arbor, Michigan __ Jan 2010 - Sep 2011

Graphic designer for UM Office of New Student Programs, designed the MParent pin for UM New Student Programs, redesigned UM Mentorship at Michigan logo, designed graphics and content for UM Arts at Michigan website, and webmaster for UM Arts at Michigan website.

Organized and designed displays and promotional materials for UM New Student Program's Arts at Michigan annual student event weekend.

Lead UX/UI Designer, Concept/Product Design Researcher, Mango Languages, Detroit, Michigan __ Sep 2008 - Aug 2011

Developed an English as a Second Language Pedagogy, Program and Design. This program is subscription-based, immersive English as a Second Language software that is available to native speakers of over 30 languages. I developed additional features throughout each language course including grammar and cultural notes, and a color coding system to teach proper English sentence structure; i.e. the difference between a verb and a noun.

PROJECTS

TeachXR: Gamification and Technology in Education 2020

MFA Thesis Work: Leveraging AR/VR/XR technologies to explore opportunities for teaching/learning environments

Infiniti Sponsored Interaction /Transportation Design Project 2019

Visual Interactive Design & UX/UI Design for The Infiniti Electra Era 30 Year Anniversary Auto Models

Reddit Content Moderator Filter 2019

UX/UI Design & Design Research

doma - World Virtual GovHack Project 2018

UX/UI Design & Design Research

"Rhinoplasty" 2018

Digital Illustration & Photo Manipulation

"Seven Samurai Title Sequence" 2018

Motion Design

AWARDS

CCS MFA Dean's List Jan 2019

GM Scholars Graduate Scholarship Award, General Motors May 2018

CCS Foundation Chair Select Award, Foundation Chair Douglas Malone June 2017

"Rhinoplasty" - Digital Illustration CCS Dean's Award, College for Creative Studies June 2017

EDUCATION

College for Creative Studies May 2020

Master of Fine Arts in Interaction Design

College for Creative Studies May 2018

Candidate for Bachelor of Arts in Communication Design

University of Michigan May 2012

Bachelor of Arts in Japanese & Asian Studies