

Phil Oye
Information architecture +
Interaction design

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Company

Moment

New York + Sydney
momentnyc.com
moment.com.au
October 2002–Today

Role

Partner

I co-founded an interaction design firm in New York focused on web strategy, user research, and complex application design. I both led and delivered projects, in a variety of industries, while also maintaining client relations. In addition to project delivery, I was also responsible for finances, IT, and contributed to all aspects of the firm—strategy, sales, marketing, and operations. In July 2006, I moved to Australia to open the Sydney office.

Clients

ESPN
Gucci
Morgan Stanley
ninemsn
SBS
Telstra BigPond
Tiffany & Co.
Virgin Mobile

Studio Archetype / Sapient

New York
sapient.com
March 1999–October 2002

Manager of user experience Senior information architect

At Sapient, I led design teams in creating large-scale web solutions, working closely with clients to define projects and ensure solutions met both business objectives and user needs. I was responsible for the information architecture on projects and worked closely with developers and project managers to deliver on-time and on-budget.

GE Capital
Goldman Sachs
LEGO
Morgan Stanley
The New York Times
United Airlines
QVC

MAYA Design

Pittsburgh
maya.com
November 1996–March 1999

Interaction designer

At MAYA I was focused on designing for users in complex domains, including applications for logistics, medical record retrieval, legal case law search, building fire control panels, and banking back-office tools. In addition to designing the creative solution on projects, I was also responsible for project management on smaller projects.

Cerberus Pyrotronics
Dun & Bradstreet
Federated Investors
Fiserv
GTE Labs
United States Army
West Publishing

PureSpeech

Boston
June 1996–November 1996

Human factors specialist

At PureSpeech, I contributed to a Windows-based messaging application through an iterative, user-centered design process in an energetic startup environment. I was challenged with combining a usable natural language, continuous speech recognition interface and a traditional graphical interface. I worked with developers and the QA team to deliver a well-designed, quality product on-time.

Education

B.S. Cognitive Science
Carnegie Mellon University
Pittsburgh, USA
www.cmu.edu
September 1992–May 1996

Skills

User research and strategy

Participatory design
Usability testing
Workshop facilitation

Information architecture

Wireframes
Process flows
Specifications

Web development

Standards-compliant (X)HTML,
CSS, and JavaScript

Appearances

2006 MVNO Summit

MobileESP—Build your brand
by creating an excellent
mobile customer experience

2004 Society for Technical Communication Conference

Creating an effective user
interface specification

2001 ASIS&T Information Architecture Conference

United.com—Supporting the
entire travel experience

Awards

BryantPark.org

Idealist.org non-profit design
contest, 2003

United.com

One Show Interactive, Silver
Pencil for E-commerce, 2000

Federated Investors style guide

ALGA/Pittsburgh Communication
Show, Award of Excellence,
2000