

## Michael Vincent M. Santos

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### Work Experience

#### **Filter Talent**, Microsoft Windows Live UX team (contract)

Human Interface Guidelines Lead CSG, Full Time Winter 2006–Winter 2007

Lead designer for Windows Live Human Interface Guidelines. Starting as a production designer, this role has evolved to encompass editorial consultant for all images and Windows Live UX designer. Responsibilities included acting as Project Manager for the release of the HIG v. 2.0. Formal design reviews for new Windows Live products to meet release criteria were also required.

#### **Rivet Magazine**, Brand Development + Design

Design Director, Full Time Spring 2006–Current

Primary designer of *Rivet Magazine*, a non-profit, nationally distributed quarterly publication dedicated to bringing a voice to local artists and writers. With the implementation of a new identity in 2006, working with Rivet has strengthened their branding system by creating marketing collateral and by designing and producing a new CMS website, [www.rivetmagazine.org](http://www.rivetmagazine.org).

#### **Kendall Ross**, Brand Development + Design

Design Intern, Full Time Autumn 2005–Winter 2005

Apart from providing general administrative and design support for the Art Direction and senior staff, this internship allowed the opportunities to design solutions for information-based projects with clients Milliman CareGuidelines and Bellevue Square.

#### **Map Collection**, University of Washington Libraries, Seattle

Student Technician III, Spring 2000–Autumn 2005

#### **Marking Room**, University of Washington Libraries, Seattle

Student Technician III, Autumn 2001–Autumn 2005

### Volunteer Work

#### **AIGA Membership Party**, Seattle Chapter

Co-designer, February 2007

Design concept, creation, and production for the 20+1 Membership party

#### **Rivet Magazine**

Design Director, Spring 2006–Current

Design magazine layouts and new website for *Rivet Magazine*

#### **Your Map Collection Film**

Artistic Director, Set Design & Executive Editor, Spring 2005

Short film about the Map Collection for WAML presentation in Colorado

#### **Arthritis Foundation Poster**

Cure for Arthritis Volunteer, Spring 2005

Poster for the Annual Arthritis Walk 2005 in Kitsap County, Washington

#### **Philippine Community Center Mural**

Mural Design & Illustration, 2003–2005

#### **Wallingford Senior Citizens Volunteer** | Garden Work 2001–2004

**PIONEER Minority Outreach Program** | Program Mentor, Autumn & Winter 2001

**Pipeline Project Tutoring** | Math Tutor, Winter 2000

**TreeHouse Shelter for Foster Kids** | "Wearhouse" Volunteer, Winter 1999

### Recognition

#### **Publications**

*Rivet magazine*, Spring 2006–Current

Microsoft Windows Live Human Interface Guidelines, Winter 2006–Winter 2007

#### **Scholarships & Honors**

Philippine Community Center Artists Grant 2003–2004

Milnor Roberts Scholarship for the Arts 2003

Northwest Watercolor Society Gold Grant 2002

National Deans List recipient, 2000–2004

### Education

#### **BFA 2005**, University of Washington, Seattle

Visual Communication Design

Visual Communication Design is a rigorous, in-depth and highly selective program that strongly emphasizes problem analysis, subject interpretation and realization of visual solutions to complex problems in contemporary culture. It requires an integration of methodology, prototyping, aesthetics, human factors, technology, materials, context and audience to develop solutions that culminate in the forms of print, screen and the built environment.

In addition to VCD, other areas of focused study include astronomy, world architecture and art history.

### References

**David Gómez-Rosado** | Lead UX Program Manager, Windows Live UX Architecture

**Gary Goodrich** | HIG Program Manager, Windows Live Shared UX

(all references available upon request)