REESE BOWES
WWW.REESEBOWES.COM
(503) 608-0357

SUMMARY

I'm a lead industrial designer with a demonstrated history of producing experiences and prototypes for research and development in the computing industry. I currently lead all industrial design and systems prototyping efforts for the Systems Prototyping Lab at Intel Labs. My competencies reside in software engineering and processor validation, user experience design, user interface design, graphic design, web design, and concept illustration. I hold an MFA in Applied Craft and Design focused in multiple disciplines from Oregon College of Art and Craft and the Pacific Northwest College of Art.

SKILLS

Software
Adobe Creative Suite , Windows (all variants), Mac OS (all variants), Unix, DOS, Aptana, Axure, Omni Graffle, Rhino, Cinema 4D, Unity, Unreal Engine, Touch Designer, Autodesk Inventor Professional, Keyshot, and 3Ds Max.

Hardware
[Rapid prototyping] Arduino - Pro Mini, Micro, Nano, Mega, and R3 Uno

Programming Languages
HTML5, Javascript, CSS 3, Perl, Python, Bash, XML, XSLT, and Processing

Design
Brand development, illustration (traditional/electronic media), web design, web development, interface design, industrial design

Other
Foley audio production, audio recording and post-production mastering, videography, digital Film editing

EXPERIENCE

July 2015 - Present **Intel Corp** **Hillsboro, OR**

Lead Industrial Designer - Systems Prototyping Lab

The prototypes I've produced in this role range from wearable devices that detect PTSD behaviors in military service dogs, personal smart space robotics, solar powered cameras for selective crop spraying, artificially intelligent search and rescue drones, and light field optics for head mounted virtual reality displays, to name a few.

Lead Industrial Designer/Interaction Designer - Wearables Experiences

I designed wearable devices for compute devices authentication and also devices for long-distance, haptic communication in this role

Lead UX Designer/UX Technologist - User Experience Innovations

I lead and performed duties across multiple roles in this team, from user experience research, user experience design, software interface prototyping, and industrial design prototyping for various projects and initiatives ranging from smart kids' spaces, adaptive interfaces for educational environments, personal robotics, and virtual reality experiences.

Sep 2017 - Present **PNCA** **Portland, OR**
Instructor (Affiliate Faculty) Make+Think+Code Lab

I hold a position as affiliate faculty at PNCA's Make+Think+Code Lab and I teach workshops focusing on the unification of virtual reality, computer assisted drafting, and observational drawing and sculpting, as well as lead symposia on technology and its role in design evolution.

January 2015 - May 2015 **Intel Corp** **Hillsobro, OR**
UX Technologist Intern - HLS User Technology Prototyping Team

I was an intern in the Health and Life Sciences Group at Intel's Data Center Group where I assisted in the development of user experiences and prototype interfaces for clinicians and patients at the Intermountain Healthcare group in Salt Lake City, Utah and for the Oregon Health and Sciences University in Portland, Oregon.

May2014 - December 2014 **Intel Corp** **Hillsboro, OR**
UX Design Intern - Health Strategy and Solutions

During this internship I performed the following assignments which have complemented my graduate research at the Oregon College of Art and Craft and Pacific Northwest College of Arts in the Applied Craft & Design MFA program:

Storyboard Illustration, Videography, Post-Production, and Editing, Product conceptualization, Interface design, Design research interview shadowing, Research transcription and analysis, Design research proposal development, Persona development and illustration

Spring 2014 - Summer 2014 **QuarterTwenty** **Portland, OR**
Design Intern

May 2010 – August 2013 **Intel Corp** **Hillsboro,OR**
Software Engineer - Cafe Development Team (QA)

I performed prototype platform debug and data analysis, web interface development and UI research, as well as tested automation infrastructure development.

April 2008 – May2010 **Intel Corp** **Hillsboro, OR**
Validation Engineering Technician - PVE Client Performance

I performed prototype chipset validation, technical analysis, and benchmarking.

August 2007 – April 2008 **Intel Corp** **Columbia, SC**
Systems Validation Technician – IMCV (Integrated Memory Control Validation)

I performed prototype chipset validation, technical analysis, and benchmarking.

EDUCATION

Pacific Northwest College of Art / Oregon College of Art and Craft	MFA Applied Craft & Design
University of Phoenix	BS/Information Technology
University of South Carolina – Columbia, SC	Graphic Design
College for Creative Studies – Detroit, MI	Transportation Design/Illustration
Winthrop – Rock Hill, SC	Graphic Design

2000 – 2002 South Carolina Governor's School for the Arts and Humanities Visual Arts
Dual Pre-Professional Arts Diploma – Visual Arts

`For further information please visit www.linkedin.com/in/reese-bowes-design
For portfolio please visit reesebowes.com

PATENTS

Technologies for physical programming
Patent number: 10275222 Type: Grant Date of Patent: April 30, 2019

User interactive controls for a priori path navigation in virtual environment
Patent number: 10198861 Type: Grant Date of Patent: February 5, 2019

System, Apparatus And Method For Providing Contextual Data In A Biometric Authentication System
Publication number: 20180239976 Type: Application Publication date: August 23, 2018

Transitioning augmented reality objects in physical and digital environments
Patent number: 9846970 Type: Grant Date of Patent: December 19, 2017

PATH NAVIGATION IN VIRTUAL ENVIRONMENT
Publication number: 20170287214 Type: Application Publication date: October 5, 2017

TECHNOLOGIES FOR PHYSICAL PROGRAMMING
Publication number: 20170269906 Type: Application Publication date: September 21, 2017

TRANSITIONING AUGMENTED REALITY OBJECTS IN PHYSICAL AND DIGITAL ENVIRONMENTS
Publication number: 20170178406 Type: Grant Publication date: June 22, 2017

Slim external wireless storage drive
Patent number: D796502 Type: Grant Date of Patent: September 5, 2017

High capacity external storage drive
Patent number: D801334 Type: Grant Date of Patent: October 31, 2017

Accessory module for headset
Patent number: D806074 Type: Grant Date of Patent: December 26, 2017

Charging pad
Patent number: D814411 Type: Grant Date of Patent: April 3, 2018

Charging mat
Patent number: D829166 Type: Grant Date of Patent: September 25, 2018

Charging mat
Patent number: D830970 Type: Grant Date of Patent: October 16, 2018

EXHIBITIONS/PERFORMANCES

Superpositions, Disjecta Contemporary, Portland, OR: 2018
Consilience, Disjecta Contemporary, Portland, OR : 2018
The Sunrise Plague [Reliqs] - S1 Anniversary, S1 Library, Portland, OR : 2018
Heather Perkins | Reliqs | Wallfacer - Sounds et Al, Ace Hotel, Portland, OR : 2018
HYPERCAPITAL | RELIQS| WALLFACER| DISXIPLE 113, Holocene, Portland, OR : 2018
SUBHARMONIC : A Sonic Arts Festival, PICA, Portland, OR : 2018
Worn Dividends [Reliqs], Jack London Revue, Portland, OR : 2018
Be Calm Prometheus [Reliqs], Leaven Community, Portland, OR : 2018
WNDFRM | PATRICIA et CAMERON | DISXIPLE 113 | RELIQS, PNCA Mediateque, Portland, OR : 2016
Furthermore, Pacific Northwest College of Art – AC+D Gallery, Portland, OR : 2016
Reliqs|Optic Echo - SIX PDX, Pacific Northwest College of Art, Portland, OR : 2016
Oregon Ballet Theatre Annual Gala , Left Bank Annex, Portland, OR : 2016
Oregon Symphony Annual Gala, Portland Art Museum, Portland, OR : 2016
The Fourth Wall, Pacific Northwest College of Art – AC+D Gallery, Portland, OR : 2015
Oregon Symphony Annual Gala, Portland Art Museum, Portland, OR : 2015
Reliqs - SIX PDX, Pacific Northwest College of Art, Portland, OR : 2015
Oregon Symphony Annual Gala, Portland Art Museum, Portland, OR : 2014