

SCOTT BOMS

EXPERIENCE

JUNE 2014
to PRESENT

COMMUNICATION DESIGNER/DESIGN LEAD

Facebook, Inc — Open Arts (formerly the Analog Research Lab)

I've worn many hats during my time on the Open Arts team: designer, studio & production manager, program manager, and creative director, and I've led hundreds of projects covering brand design, large-scale installations, event programming, and much more. My responsibilities have also included developing, managing, and scaling a global design residency program while successfully optimizing our global design operations and production pipelines that touch nearly every corner of the company and reach out into the public sphere through partnerships with external organizations.

MARCH 2012
to JUNE 2014

COMMUNICATION DESIGNER

Facebook, Inc.

I started at Facebook on the Communication Design team, where I was responsible for creating design-led solutions for product launches, new user experiences, and consumer-facing marketing and communications across web, mobile, and print mediums. My work included designing high-impact interactive brand experiences for the screen, custom brand typefaces, and building product communications for various platforms with engineering teams.

NOVEMBER 2009
to MARCH 2012

SENIOR USER EXPERIENCE DESIGNER

Digital Cement

My responsibilities included research, analysis, concept development of touchpoints, user flows, wireframes, and visual design for consumer-facing one-to-one strategic relationship marketing experiences. Projects crossed mediums from print to the web to mobile.

APRIL 2005
to MAY 2009

PRINCIPAL/CREATIVE DIRECTOR

Wishingline Design

Initially a vehicle for my freelance design work, I was responsible for strategy and business development, project management, design, production, and everything in between. The company incorporated in 2007 with additional full-time design and operations staff while expanding with a roster of freelance design and development support.

MAY 2004
to APRIL 2005

USER EXPERIENCE DESIGN SPECIALIST

Masterfile, Inc.

I was responsible for the design and front-end development of the Masterfile website, intranet, and extranets using web standards and related technologies, developing specifications, and conducting user experience research for new features alongside regular testing and launch cycles.

EDUCATION

Continuing
Education 2005

Certificate in Project Management

University of Toronto, School of Business

Graduating
Class of 1998

Bachelor of Technology, B. Tech

Ryerson University, School of Graphic Communications Management

**TOOLS
& TECHNOLOGIES**

Adobe Creative Suite, web standards (CSS, HTML, Javascript), PHP, Kirby CMS, MySQL, git version control system, etc.

**ASSOCIATIONS
& MEMBERSHIPS**

Type Directors Club	tdc.org
Society of Typographic Aficionados	typesociety.org
People of Print	peopleofprint.com
Web Standards Group	webstandards.org

**PUBLISHED WORK,
INTERVIEWS
& PRESS**

Print Publications

Mohawk Maker Quarterly 16 2019
The Wrap Magazine, Issue 12 2018
Being Hear Book 2018
The Support Report Book 2016
FB AIR Season 3 Catalog 2016
The Book of Love 2015
Offscreen Magazine, Issue 1 2012
HTML5 + CSS3 VQS Guide 2011
Hardboiled Web Design 2010
Web Design Ideas Book 2010

Online Publications

Out of Office 2019
Fast Co. Design 2019
AdWeek (Social Pro Daily) 2019
Inc. Magazine 2019
The Daily Heller 2019
.net Magazine 2018
The Design Kids 2015
Fast Co. Design 2010
A List Apart 2009

RECOGNITION

Society of Illustrators Award 2021
Communication Arts 2020 Design Award
HOW Magazine 2010 Poster Design Award
South by Southwest 2008 Web Awards nominee
Ontario Printing House Craftsman Award

**INTERESTS
& HOBBIES**

Risography, sign painting, instant (analog) photography, movies, music, cycling, pop culture/trivia, architecture.

REFERENCES

Available upon request.