

# Peter Zahn



Bothell, Washington

<http://peterzahn.com>

<http://linkedin.com/in/peterzahn>

[peter@peterzahn.com](mailto:peter@peterzahn.com)

425.495.1312

## HCDE-UCD | UW Seattle

2020-22 certificate program

## BFA | Ohio University

School of Visual Communication

## Fujifilm Achiever Awards (5)

2019-2020

## K2 Factor Award

2018

## Microsoft Gold Star Awards

2009 & 2011

## Recent Experience

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### Senior UI Designer | Fujifilm SonoSite

4/19 - present

- Visual Design Lead for suite of Point of Care Ultrasound Systems.
- Responsibilities include visual design, style guides, system settings interaction design & specifications, design library management, usability & verification participation and project management.

### UI/UX Designer | K2 SourceCode

7/15 - 4/19

- Designed UI for a web-based business process automation platform.
- Responsibilities include visual design, interaction design, style guides, wire frames, advisory UX, content creation pipeline, and animation.

### 3D UI/UX Designer @ Microsoft

7/14 - 7/15

- Served as a UI/UX Design vendor on **Skype for HoloLens**.
- Responsibilities include visual design, interaction design, rapid prototyping, 3d art production and team website publication.

### Digital Artist @ Boeing

1/14 - 7/14

- Contracted for **Boeing Creative Services** to design and produce web-based virtual tours of aircraft for internal QA teams.

### 3D Artist @ Microsoft

1/13 - 1/14

- Contracted for **MS Research** to create conceptual prototypes involving proprietary spatial video technologies and Unity3d.

## Microsoft Studios

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### Art Lead | Firebird Studios

3/09 - 9/12

- Oversaw production of all aircraft visuals for **Microsoft Flight** including monthly downloadable content.
- Managed schedules for contingent artists and international outsource team effectively and within budget.
- Established pre-production pipeline and visual targets for aircraft.
- Championed clear and complete documentation to outsource vendors.

### Art Director | ACES Studio

9/06 - 3/09

- Determined new art direction and aesthetic vision for **Train Simulator 2**.
- Defined product visual targets during pre-production phase and presented to executive leadership which led to project funding.
- Managed production schedules for a team of 15+ artists effectively on time and within budget.
- Managed \$1.2 million vendor budget of art assets for three simulation products and ensured coordinated delivery dates were met.

### Art Lead | ACES Studio

11/02 - 9/06

- Oversaw production of all aircraft 2D / 3D visuals for **Flight Simulator X** and **Flight Simulator 2004**.
- Managed production schedules for team of 6+ artists and \$250k vendor budget effectively and on schedule.