

Colby Grenier

Design Leadership

Colby Grenier

41 BERLIN AVE
MILTON, MA 02186

Phone | [978.270.3632](tel:978.270.3632)

Email | colby.grenier@gmail.com

Portfolio | www.colbygrenier.com

Skills

Professional

Art Direction, User Interface, User Experience, Product Design and Management, Typography, Iconography, and Team Leadership.

Software

Photoshop, Illustrator, AfterEffects, XD, InDesign, Sketch, Figma, InVision, Qt, 3DS Max, Cinema 4D, Unity, and Unreal.

Languages

HTML 5, CSS3, Javascript, PHP, ActionScript, JSFL, and QSS.

Experience

Harmonix Music Systems | Art Director & UI / UX Lead

2015 - PRESENT, BOSTON, MA

Creative direction, project scoping, personnel management, and mentorship for multidisciplinary teams working on top-tier virtual reality, console, and mobile games. Product Owner for multiple concurrent scrum teams; defining the problem space, developing roadmaps, facilitating sprints, and managing priorities in order to successfully execute on time and on budget. Lead the design, prototyping, strategy and branding efforts necessary to securing multiple rounds of critical studio financing. Department hiring manager responsible for company-wide art & design staffing as well as the creation and deployment of the studio's day one, onboarding, and review process.

Harmonix Music Systems | UI / UX Lead

2011 - 2015, CAMBRIDGE, MA

Lead and managed cross-functional teams in the design and development of intuitive user-focused experiences for multi-million selling video game franchises. Responsible for the complete lifecycle of all in-game menu and real-time feedback systems, from information architecture, user flows, wireframes, and high fidelity concepts through to functional prototyping and final technical implementation. Developed the user interface and design system for the studio's proprietary game editor and internal tools. Improved team workflows via scripting solutions, component development, and user advocacy. Contributed custom typography, and visual branding for several franchises.

Harmonix Music Systems | Senior Web Developer

2007 - 2011, CAMBRIDGE, MA

Project management for in-house social and marketing focused responsive web initiatives. Lead user experience, visual design and full stack development for multiple award-winning websites. Architected custom

content management solutions, defined content plans, aided in site deployment, and helped foster an intensely loyal online community.

CaseSight | Interactive Designer / Developer

2005 - 2007, BOSTON, MA

Lead the design and development of proprietary presentation software for the trial services industry. Handled research, animation, and design support for high-stakes corporate litigation. Translated complex and nuanced intellectual property and large data sets into compelling and concise interactive visuals.

Animal 57 | Lead UI Designer

2005 - 2006, BEVERLY, MA

Designed and co-developed prototypes for a rich internet application leveraging tile-able cartography connected with dynamic third-party location data. Developed and deployed marketplace research tools for users of the internet's largest online auction platform.

Xplana Learning | Senior Media Developer

2004 - 2005, BOSTON, MA

Produced reusable code libraries, components, and custom interactive content for companion CD-ROMs and standalone educational software packages. Designed and implemented interface solutions and data schema for content management applications and e-learning web portals.

Education

Savannah College of Art & Design | Bachelor of Fine Arts

SAVANNAH, GA

Majored in Computer Arts with a focus on Interactive Design and Information Architecture. Co-founder of SCAD's Interactive Design Community.

Awards

Kotaku | Game of the Year | Nominee

2017, ROCK BAND VR

Destructoid | Best VR Game | Nominee

2017, ROCK BAND VR

Apple | App of the Year | Runner-Up

2011, VIDRHYTHM

Webby | Winner

2010, THEBEATLESROCKBAND.COM

Webby | Nominee

2009, ROCKBAND.COM

Webby | Nominee

2008, ROCKBAND.COM