SCOTT BOMS

EXPERIENCE

JULY 2021 to PRESENT

ENVIRONMENTAL DESIGN MANAGER

Meta Platforms, Inc - Open Arts

I currently lead a subset of the Open Arts design team focused on how our work is realized across more than 100 global offices. This includes managing and scaling a highly functional team, developing highly efficient operational systems and processes, and working closely with a wide range of cross-functional partners at every level of the company.

JUNE 2014 to JULY 2021

DESIGN GENERALIST

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. I've led hundreds of successful projects covering brand design, publishing, large-scale installations, event programming, and more. This included developing, managing, and scaling a global design residency program while optimizing our global design operations and production pipelines that touch nearly every corner of the company and reach into the public sphere through external partnerships.

MARCH 2012 to JUNE 2014

COMMUNICATION DESIGNER

Facebook, Inc.

I started at Facebook on the Communication Design team creating design and brand-led interactive solutions and experiences for product launches, new user onboarding, and consumer-facing marketing and communications across web, mobile, and print mediums.

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 consumerfacing 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, Inc.

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, Google Docs, Asana, SketchUp, web standards (CSS, HTML, Javascript), Figma, PHP, MySQL, Procesing, Kirby, git, etc.

ASSOCIATIONS & MEMBERSHIPS

Type Directors Club Society of Typographic Aficionados People of Print

Web Standards Group

typesociety.org peopleofprint.com webstandards.org

tdc.org

PUBLISHED WORK, INTERVIEWS & PRESS

Print PublicationsOnline PublicationsMohawk Maker Quarterly 16 2019Out of Office 2019The Wrap Magazine, Issue 12 2018Fast Co. Design 2019

Being Hear Book 2018 AdWeek (Social Pro Daily) 2019

The Support Report Book 2016 Inc. Magazine 2019
FB AIR Season 3 Catalog 2016 The Daily Heller 2019
The Book of Love 2015 .net Magazine 2018
Offscreen Magazine, Issue 1 2012 The Design Kids 2015
HTML5 + CSS3 VQS Guide 2011 Fast Co. Design 2010
Hardboiled Web Design 2010 A List Apart 2009

Web Design Ideas Book 2010

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.