

Delle Rae Maxwell
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My expertise is in graphic/UI design, and technical writing. I am interested in the clear, effective display and communication of information in graphic and written form.

Professional Experience

QLogic, 2006-2009

QLogic Corp. Engineering content for technical documentation, including HCA ASIC, HCA driver, and MPI programming. Design of intranet and wiki. Continuation of freelance position at PathScale (see below) after acquisition by QLogic.

Freelance Design, 1989-2009

Professional projects have included:

Illustration for PointSource Communications technical marketing communications. 2009.

PathScale, Inc. Technical documentation for ASIC hardware and interconnect software for high performance computing and for PathScale compilers. Also UI design for performance analysis tools for Linux clusters with parallel computing applications. Developed prototype help system for performance analysis tools. 2004 –2006.

Re-design of web site for Golden Gate Hotel, San Francisco. 2004. In use until 2007.

Original Logo, icons, web site, and online help system for Tableau Software, 2003-2004. In use until 2005.

Taught course at Rhode Island School of Design, "Building Digital Skills for Freshmen," with Cynthia Rubin. Instruction in image creation, animation, and web page design fundamentals, January 2003. Developed all course materials.

Graphic design for Azul Systems, 2003.

Re-design and maintenance of web site for Gamble Garden Center in Palo Alto, CA, 2002-2006. Still in use.

Icon, UI graphics, and splash screen design for various applications for Silicon Graphics, 2002.

3D interactive demo creation for Steerable Media Prototype, Sony Research Lab, 1999-2001.

Creation of educational/visualization graphics for Cell Systems Institute, University of Washington, 2001.

Icon and splash screen design for VMware software product, 1999-2001.

Icon design for Lightsocket software product, 2000.

Icon design for MineSet data visualization tool, for Silicon Graphics, 1999.

Icon design/splash screen design for the NT-based computer released by Silicon Graphics in January 1999.

Graphic and interactive demo design for 3D web-based applications at Cosmo Software using Virtual Reality Modeling Language (VRML), Silicon Graphics, 1995-1998.

Graphic design for Pictra, a startup company specializing in online digital photography albums, 1996-1998.

Art Director for the Geometry Center's visualization videos entitled "The Shape of Space," 1995, "Outside In," 1994, and "Not Knot," 1992.

Graphic design for Annotator and Inventor projects at Silicon Graphics, 1994-1996.

Computer graphics for book cover image design for the Princeton University Press, 1991-1994.

Icons and window graphics for Workspace in 3.2 Software Release and continuing to the Indigo Magic Desktop for Silicon Graphics, 1989-1995.

PDI, 1985-1988

Pacific Data Images (PDI), Sunnyvale, CA. Worked as a computer animator. Clients included ABC, NBC, CBS, HBO, and TBS.

NHK, 1983-1985

NHK (Japan Broadcasting Corporation) Tokyo, Japan. Animated the computer-generated newscaster "Dr Holon" for the year-long special program series "Warnings from the 21st Century."

Education

Massachusetts Institute of Technology S.M. Visual Studies at the Architecture Machine Group, 1983.

Hochschule fur Bildende Kunste Hamburg, West Germany. Studied graphic design and painting, 1974-1975.

Rhode Island School of Design, B.F.A. Textile Design, 1974.

Tools Experience

Photoshop, Illustrator, Dreamweaver, ImageReady, 3D StudioMAX, Softimage, Premiere, AfterEffects, Flash, FrameMaker, QT Help system, and many other proprietary software tools. Familiar with Unix/Linux and Windows developers' environments, Bugzilla, Mercurial, OS9 and OSX.

Exhibitions and Awards

Awards and showings for *The Shape of Space* video:

Second Prize, at the Video Math Festival, sponsored by the International Conference of Mathematicians, Berlin, 1998.

Electronic Theater selection, SIGGRAPH, Los Angeles, 1995.

Awards and showings (partial listing) for *Outside In* video:

First Prize, at the Video Math Festival, sponsored by the International Conference of Mathematician, Berlin, 1998.

First Prize, Education and training, LEAF (London Effects and Animation Festival), 1995.

Second Place, Simulation-Visualization, Prix Pixel Imagina, Monaco, 1995.

Honorary Mention, Computer animation, Prix Ars Electronica, Linz, Austria, 1995.

Screening selection, Computer Animation, Geneva, 1995.

Screening selection, Cidade de Vigo Festival, Vigo, Spain, 1995.

AVA Multimedia/NICOGRAPH 1995 prize for Computer Animation in Tokyo, Japan, November 1994.

ISEA '94 (International Symposium on Electronic Art) in Helsinki, Finland, 1994.

Electronic Theater selection, SIGGRAPH, Orlando, 1994.

Screening Room selection, SIGGRAPH, Orlando, 1994.

Awards and showings for *Not Knot* video:

Ars Electronica 1992, Auszeichnung (Distinction) for Computer Animation for "Not Knot." Linz, Austria, 1992.

AVA Multimedia '91 and NICOGRAPH 10th Anniversary Special Prize for Scientific Computer Graphics for "Not Knot" Video. Tokyo, Japan, November 1991.

Electronic Theater selection, SIGGRAPH, Las Vegas, 1991.

Other awards and showings:

ACM1: Beyond Cyberspace, "Plasm: In the Breeze," SIGGRAPH. Collaboration with Peter Broadwell, Becky Fuson, Rob Myers. San Jose, 2001.

Emerging Technologies Interactive Exhibit, "Plasm: In the Breeze," SIGGRAPH. Collaboration with Peter Broadwell, Becky Fuson, Rob Myers. New Orleans, 2000.

VRML Excellence Award for Education for "Tenochtitlan: Clash of Empires" web site. Presented at Moving Worlds conference, San Francisco, 1997.

Presentation at Imagina '97 on "Tenochtitlan: Clash of Empires" web site, Monaco, 1997.

Interactive Exhibit "Tenochtitlan: Clash of Empires" at Digital Bayou, SIGGRAPH, New Orleans, 1996.

Volunteer and Professional Activities

Volunteer at Strybing Arboretum Nursery, 1999-2009. Co-chair of Strybing's Annual Plant Sale, the largest plant sale in Northern California, 2004-2005.

Created website and was webmaster for Elizabeth Gamble Garden, Palo Alto. 2002-2006.
<http://www.gamblegarden.org>.

Developed course material and taught in VRML course "Authoring Compelling, Efficient Worlds in VRML 2.0," SIGGRAPH, Orlando, 1998.

Presentation at American Academy for the Advancement of Science (AAAS) "Sharing the Mind's Eye: Computer Animation in Visualizing Geometry," Philadelphia, 1998.

Developed course material and taught in VRML course "Authoring Compelling, Efficient Worlds in VRML 2.0," VRML'98, Monterey, 1998.

Panel Organizer/Speaker, "Building Compelling VRML Worlds," SIGGRAPH, New Orleans, 1996.

Panel Speaker, "Art and the Computer Industry,"

SIGGRAPH, Orlando, 1994.

Developed material and taught in two UI courses at
SIGGRAPH, Las Vegas, 1991.

Member of Panels Selection Committee for SIGGRAPH,
Dallas, 1990.