

Cardin Moffett

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21+ years of concept and design for purpose,
persuasion, education and kicks.

303-260-9606

2021 - Present

Boulder

Mondo Robot - Design Director

What can I say? Both Mondo and I evolved over the years - They transformed into a Product Agency, and I transformed into a UX'er and Product Designer. This time I'm designing smooth solutions to complex product problems, reinforcing long term partnerships with great customers, and mentoring beautiful young minds.

2021



HFI - UX / UCA Certification

Earned a Human Factors International User Centered Analyst certificate for UX. Decided that pragmatism was a noble (and measurable) pursuit.

2016 - 2021

Denver
Guatemala
Philly

Fused - Creative Director, UX and Strategy

Joined Fused and helped create deeply useful workplace performance tools for business using the power of UX design and strategy.

2015 - 2019

Philly



Pennsylvania Academy of the Fine Arts - Undergraduate Degree

Took a break to go to art school in Philly to study painting. Built software controlled sculpture and VR instead. arts.cardinmoffett.com

2006 - 2015

Boulder

Mondo Robot - Associate Creative Director

Followed the CD at Anark when they co-founded Mondo Robot. Worked insanely hard for the next 8 years on Microsoft University Evangelism campaigns and did some pioneering interactive work for Digital Globe, Comcast and Warner Brothers. They made me a creative director for my efforts.

2004 - 2006

Boulder

Anark - Interactive Designer / Realtime 3D

Moved to Denver and joined technology start up, Anark - it was like a realtime web 3D plugin. By then I was doing a lot of 3D and Flash stuff, so I felt right at home transitioning into realtime 3D content. Worked on stuff for The Matrix Online as well as configuration and visualization tools for Boeing and Cessna.

2003 - 2004

Gainesville

LearnItCorp - Interactive Designer

Needing to see what the rest of the world was about, I took a job at LearnItCorp. Mostly computer instruction stuff, but had a few early flash projects like an interactive demo for Microsoft Windows Media Center.

2000 - 2003

Orlando

Cloudspace - Interactive Designer

Got my first job based on a digital art portfolio and a lot of self study. I began to learn what design was about, and actually managed to get some recognition on some of the popular design portals of the day. Auspicious!