

## PROFILE

*I am an interaction designer also experienced in computer science, psychology, and graphic design. I have a user centered design philosophy and I find simplicity to be elegant.*

*I am seeking a full time position as an interaction designer with a passionate, dedicated group that produces meaningful and influential products. I want to create new interfaces and features and refine existing ones.*

## EDUCATION

### Georgia Institute of Technology

MS: Human Computer Interaction (May 2011)

### Southern Illinois University Edwardsville

BS: Computer Science (Minor: Psychology)

### Savannah College of Art and Design

Pursuing supplementary education in graphic design

### Awards

GT Research & Innovation Conf. 2011 Grant Winner

Marshall D. Williamson Fellowship (2011)

GT HCI Logo Contest Winner

## DESIGN

Wireframes

Personas

Conceptual Design

Omnigraffle

Balsamiq

Fireworks

Photoshop

Illustrator

InDesign

## DEVELOP

Rapid Prototyping

HTML/CSS

Javascript (jquery)

Flash/AS3

## EVALUATE

Usability Studies

Heuristic Eval.

Benchmark Tests

## PROFESSIONAL AND ACADEMIC EXPERIENCE

### AT&T Labs: Designer and User Experience Researcher in Human Factors Lab

Lead interaction designer and evaluator working with multiple teams and vendor on a major 2012 U-verse product. Other responsibilities include leading evaluation efforts and providing recommendations on commercial IPTV, web, and iPhone products. Techniques used include usability studies, heuristic evaluations, creating prototypes, and designing mockups.

2008 - Current

### Front Page NEWS: Independent Masters Project

Iteratively designed, developed, and tested the usability of a browser-based news consumption tool that provides an interactive and highly efficient way of reading and discussing news. This research was awarded a grant at GTRIC 2011.

2010 - Current

### Gestural Music iPhone App: Independent Research Project for ZOOZbeat

Designed and conducted a usability study of two gestural music creation iPhone apps. Translated the results of the study into a series of research based recommendations for design improvement.

2010

### Universidad Oberta de Catalunya: Intern then Freelancer in Barcelona, Spain

Lead interaction designer and usability evaluator of a 508 compliant dual screen media player along with teams at UC Berkeley and University of Osnabrück (Opencast Matterhorn Project). Also designed advanced service features for notetaking, commenting, and bookmarking the video.

2009 - 2010

### Perficient: User Experience Consultant Intern

Designed an interface for their internal wiki website through contextual inquiry and iterative user centered design practices.

2007

### SIUE: Undergraduate Research Assistant

TA for CS 321 (HCI) and CS 438 (Artificial Intelligence). Designed the computer science department's logo and website and contributed code for robotics research projects.

2006 - 2008