

John Crisp

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I'm an experienced Business Systems Analyst, Software Designer/Developer, and Manager. I want to design and develop software that provides excellent User Experience. I'm seeking a UX Design internship for Summer 2017. I will graduate in December 2017.

Georgia Tech, MS in Human-Computer Interaction, 2015-2017

Focus on software prototyping, iterative design, Agile development, and user research. Projects included developing a decision support system for the Healthy Mothers, Healthy Babies Coalition of Georgia, designing an online community for podcast consumers, prototyping a communication device for ROTC cadets, and prototyping a wearable scanner.

ADP/UX Architecture Intern, Summer 2016

Conducted usability review of a developer application: reviewed Agile UX development workflow, iterated through UI prototypes and user evaluations, and recommended standardized UX tools and deliverables.

GSU, KSU & SPC/College Instructor, 2001-2014

Taught information systems at Georgia State and Kennesaw State. Taught web design, computer science, management, and finance at St. Petersburg College (FL).

Ariba/Developer, 2000-2001

Developed, tested and debugged Java programs, including software release. Enhanced team use case analysis processes.

Time Warner/Leader & Manager, 1988-2000

Managed Time Warner's pilot project using UML design and Java; delivered a mission-critical system with unproven technology in eight months and on budget. Supervisor and a Manager for seven years, responsible for a team ranging in size from 4 to 20 staff and consultants, including budget, hiring, personnel evaluation, and direct interaction with executive management.

Bank of America/Analyst, 1985-1988

Systems development planning; design & installation of customer and deposit systems.

The Wharton School, Univ. of Pennsylvania, MBA in Finance, 1983-1985

Focus on Financial Markets, Strategy, Management, Information Systems, and Corporate Finance.

Accenture/Senior Consultant, 1978-1983

Assigned to projects throughout the Northeastern U.S. with programming, systems analysis and project management responsibilities.

McIntire School of Commerce, Univ. of Virginia, BS in MIS, 1974-1978

Focus on Information Systems, Computer Programming, Finance, and Marketing.

User Experience

Prototyping with Axure, Sketch, InVision, HTML, myBalsamiq, FramerJS

Research with interviews, surveys, contextual inquiry, scenarios, personas

Management

Managed projects for Time Warner, Bank of America, Accenture

Some selected projects:

Healthy Mothers, Healthy Babies Coalition of GA

A team of 5 graduate students developed a Maternal & Infant (M&I) Map application, to support advocates seeking recognition and funding for programs. The team implemented Phase 1 using AngularJS and Java, which allows HMHBGA administrators to enter program information.

I designed a future Phase 2, where partners enter program information, and administrators approve information to be published on the map.

I interviewed HMHBGA administrators, developed wireframes (pencil-and-paper sketches), conducted iterations of user evaluations and revised mockups (in Sketch), incorporated mockups into a medium-fidelity interactive prototype using Axure, and conducted final iterations.

My portfolio includes links to the prototype, a brief video walkthrough, and recommended steps to implement Phase 2.

Time Warner

I led a team of eight that developed a distributed system to accept subscriber information from a new system, manage data transmission to printing plants, and allow plant personnel to schedule production. This was Time Warner's pilot project using UML Design and Java.

As the project leader, I designed the project methodology, performed the initial Use Case analysis and Domain Modeling, and divided development into phases prioritized by risk. In addition to project management and Java programming, I designed and built the interface between the mainframe and the Unix server, created a Unix subsystem to schedule and acknowledge data transmission, and supported the Oracle database.

A small team started development years after the large development project which was to provide our key inputs. We delivered a mission-critical system with new technology in eight months, on budget and ready for production before the interfacing system was installed.

Caravan GPS

I developed Caravan GPS as a design idea for a class, to support Travelers (people traveling together in multiple vehicles in a "Caravan" to a common destination, such as a Soccer tournament or football game). Caravan GPS will enhance GPS routing to support unique communication and routing needs, such as coordinating stops, changing plans, and notifying upon arrival. In addition, Caravan GPS can import destination information, established once by a Host creating a Plan.

I described Travelers and Hosts with personas, wrote scenarios for the major tasks, developed low-fidelity wireframes (initially pencil-and-paper sketches, later using myBalsamiq), and constructed medium-fidelity interaction prototypes using Axure for two scenarios.

My portfolio includes links to the prototypes and the preliminary design document.