

# CAROLINE FOSTER

## USER EXPERIENCE DESIGNER

www.carolinerfoster.com  
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706-372-2933

## Education

**Georgia Institute of Technology**  
Aug 2015 - May 2017 (expected)  
M.S. in Human-Computer Interaction, GPA: 4.0

**Georgia Institute of Technology**  
Aug 2011 - May 2015  
B.S. Computational Media, GPA: 3.41

## Research and Awards

Co-author, "Repairing William Playfair: Digital Fabrication, Design Theory, and the Long History of Data Visualization", Digital Humanities 2016

Core77 Design Award - Speculative Student Notable, 2014, "Drones for Foraging", Public Design Lab

## Activities

Place Sensing Wearable Workshop with Keio-NUS CUTE Center, Singapore, 2016

Humanities Data Visualization Workshop, Georgia Tech, 2016

Study abroad: Universitat Politècnica de Catalunya, Barcelona, Spain, 2012

Outdoor Recreation Georgia Tech, 2012-2016

- VP of Caving, 2012-2013
- VP of Marketing, 2012-2013
- Mountain Biking Instructor, 2015-present

National Outdoor Leadership School, Lander, WY, 2010

## Experience

**User Experience Designer Intern** / Intel / Oregon / Summer 2016  
Worked with design, research, and software teams to guide development of a mobile app connected to a sports garment equipped with sensors

- Created 10 user stories and 6 storyboards to serve as discussion points with developers and client to direct app design and development
- Translated research to information architecture, user flows; discussed with software team to balance technical constraints with user needs
- Supported lead researcher with a thorough interview guide for user study, interviewed 20 users onsite to learn about needs

**Research Assistant** / Georgia Tech / Digital Humanities Lab / August 2015 - Present

Lead designer translating a historic method of charting history into a web-based tool by brainstorming, designing, implementing new interactions

- Guiding 2 undergraduate developers by designing detailed wireframes in Sketch, Illustrator, and Axure
- Integrating knowledge from the information visualization field to ensure a modern, interactive adaptation of historic method

**Data Science for Social Good** / Georgia Tech / Summer 2015

Data wrangler and designer with faculty, a non-profit, and the City of Atlanta to design and develop a web application to support planting and potential conservation of trees

- Created dataset in ArcGIS, which served as foundation of the final app
- Designed maps in ArcGIS, guided ux design of app, and discussed progress with partners to ensure our tool met their needs
- Designed and built public-facing webpage with Bootstrap

**Intern at AT&T Foundry** / Georgia / Spring 2015

Lead designer on an in-car driver-to-driver communication concept to pitch for further production. AT&T's Drive Studio expressed interest in displaying final prototype in lobby of innovation center.

**Intern at BMW Research and Technology** / Germany / 2014

Assisted in the design of an in-car interaction concept for a future automobile with a focus on multi-modal interaction

- Created initial prototype of concept in Axure, led a cognitive walk-through, shared results with managers to influence future progress

**Research Assistant** / Georgia Tech / Public Design Lab / 2013-2014

Conducted design research on DIY drones for the use of fruit foraging

- Tested potential platforms, wrote user scenarios, brainstormed potential UI designs with Balsamiq, visualized fruit data with d3.js