HEATHER ROBERTS

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EDUCATION

Georgia Institute of Technology
M.S. Human-Computer Interaction
Industrial Design Specialization
Expected Graduation: May 2017

Georgia Institute of Technology
B.S. Psychology
May 2015

SKILLS

UX Design and Research

- Low to high fidelity prototyping
- Wireframing
- Sketching
- Paper prototyping
- User testing
- Interviews/focus groups
- Task analyses
- User workflows
- Storyboarding
- Rapid prototyping
- Human factors
- Human systems integration

Prototyping Tools

- Axure, Proto.io, Balsamiq, Invision, Illustrator, Photoshop, Sketch

Programming Languages

- HTML; CSS

WORK EXPERIENCE

Georgia Tech Research Institute Jan 2016 - Present

- Apply user centered design principles to flight simulations to select pilots of unmanned aircraft

Google, Inc. May – Aug 2016

- User Experience Research Intern. Designed and conducted eye tracking and accessibility studies, translating findings into visual and interaction design recommendations
- Design mentor at Spectra Hackathon for women; YouTube

Georgia Tech Sonification Lab May 2014 - Present

- Lead students designing heads-up and dashboard displays for autonomous vehicles
- Apply UX design principles in development of an accessible weather app for iOS and Android
- Conduct usability testing and user interviews
- Develop sketches, wireframes, and prototypes to communicate UI changes to multi-disciplinary team
- Created task analysis based on interviews with STEM instructors to support design of an accessible astronomy education tool

Aerospace Cognitive Engineering Lab May– Sept 2015

- Organize and write script for focus groups with pilots to understand areas of stress during flight and how alternative GUIs can be designed to facilitate decision-making

Cognitive Neuroscience Research Lab May 2013 – Aug 2014

- Measure neural activity using fMRI in memory tasks to determine how information about a future task is processed in the brain

RECENT PROJECTS

Search and Rescue Drone Displays

- Perform competitive analysis on current apps used in drone search and rescue
- Interview pilots and utilize participatory design to develop sketches and wireframes to improve current systems

Lupus Self Care App

- Executed user centered design process; tasks included user research, surveys, group brainstorming, paper prototyping, high fidelity interactive prototyping, and user testing

Arduino Wearable

- Communicate user needs through storyboard and use cases
- Build physical prototype of interactive wristbands using Arduino

Additional projects on portfolio