

LAUREL WARRELL



Self-motivated individual with design, research, and programming experience. Seeking full-time User Experience Design positions where I can actively contribute and expand my skillset.

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EDUCATION

- Atlanta, GA
May 2017
 **Georgia Institute of Technology**
M.S. Human-Computer Interaction
- Bethlehem, PA
May 2015
 **Lehigh University**
B.S. Computer Science in Engineering
Minor in Philosophy

SELECTED PROJECTS

Early Act: Milestone Tracking | [Jan '16 - Present](#)

- Collect data on how 20 parents of young children use mobile applications to keep track of kids' developmental milestones, such as first steps and first words.
- Create design iteration that allows for better data logging and incorporation into parents' lives.

Ducktab: Designing Cancer Care for Kids | [Aug '16 - Dec '16](#)

- Designed an iOS app and web dashboard to provide enjoyable experiences and distractions for kid patients, while collecting valuable location information and sentiment feedback from patients and their parents.

Nutshell: A Supercut Video Editor | [Jan '16 - May '16](#)

- Created a browser plugin that integrates with streaming services to allow users to edit and sequence clips from shows into a short and sharable Supercut, based on research findings that 75.8% of people decline recommendations to start watching TV series due to time commitment.

Remark: A Pen For Student Feedback | [Aug '15 - Dec '15](#)

- Prototyped and designed an interactive pen and system for high school classrooms, in order to alleviate communication issues between students and teachers, help teachers better gauge their classes' understanding, and enhance overall classroom experiences.

Interactive Database | [Jan '15 - May '15](#)

- Independently designed a large database model and coded a highly interactive customer interface that includes real time updates to the database for customers, a marketer interface that supports data analytics, and a store manager interface to accommodate various users.



PROFESSIONAL EXPERIENCE

Adobe Systems Incorporated | [User Experience Intern](#)

San Jose, CA | May '16 - Aug '16

- Explored and developed different methods for experiencing PDF image and text content in Virtual Reality (VR) and produced patent worthy results.
- Designed a high-fidelity prototype that illustrates how PDF text can enhance a VR content experience, ultimately modeling new VR experiences for users to consume and interact with.

Virgin Islands Public Television System | [IT Intern](#)

St. Thomas, U.S.V.I. | June '15 - Aug '15

- Assisted in the development of a retrievable archival computer database for locally produced programs and national programs of merit.
- Established a closed captioning workflow and captioned archival films.

Lehigh University Digital Media Studio | [Media Consultant](#)

Bethlehem, PA | Aug '11 - May '15

- Generated videos and designed short films using Final Cut Pro and media recording hardware.
- Assisted students and faculty with media related project.

SKILLS

Design Tools:

Adobe Photoshop, ProtoPie
Adobe Illustrator, Pixate
Sketch, InVision
Axure, Balsamiq
Unity, Processing
123D Design, Fusion 360
Arduino, Final Cut Pro

Design:

Storyboarding
Wireframing
Concept Sketching
Coded Prototypes
Rapid Prototyping
3D Printing, Laser Cutting

User Research:

Cognitive Walkthroughs
Affinity Diagramming
Focus Groups
Interviewing
Survey Designing
Usability Testing
Data Coding
Heuristic Evaluation
Personas

Programming:

HTML5, Java
JavaScript, CSS3
SQL, JDBC, PL/SQL
C, C++, C#, Python
PHP, TI Basic
Microsoft Access, Eclipse
NetBeans, Sublime Text

ACHIEVEMENTS

Pending Patent: Adobe P6552

Methods and Systems for Generating Virtual Reality Environments from Electronic Documents

Grace Hopper Scholar '16

Vice President - African Caribbean Culture Club, Lehigh '13 - '14

Student Mentor - Computer Science and Business Program, Lehigh '11 - '12