Welcome to Interactivity@GT 2018!

The students, faculty, and staff of Georgia Tech welcome you to Interactivity@GT, the annual showcase of projects by students enrolled in one of three Master's programs:

- M.S. in Human-Computer Interaction (MS-HCI)
- M.S. in Digital Media (MS-DM)
- Master's in Industrial Design (MID)

Over 120 students will be in attendance. Half of the students are looking for full-time jobs and half are hoping to find a summer internship. We encourage you to engage these students in discussion about their work and interests.

Interactivity@GT is sponsored by the GVU Center at Georgia Tech. For over 25 years, GVU has been instrumental in expanding the scope of how technology can shape our lives and has changed the academic landscape of Georgia Tech through the formation of new academic research groups, programs and units, and interdisciplinary partnerships.

We give special thanks to MailChimp for sponsoring Interactivity@GT! We appreciate the support from this outstanding Atlanta-based company.

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**MS in Human-Computer Interaction (MS-HCI)**

The two-year MS-HCI professional degree program ([http://mshci.gatech.edu](http://mshci.gatech.edu)) takes an interdisciplinary approach to the problems and possibilities raised by the ever-increasing presence of computing machines in a human world. Our Human-Computer Interaction (HCI) Master's program is one of the most prominent HCI programs in the world, boasting strong coursework, projects, industry interaction, and research.

Students enroll in the program through one of four tracks; the diversity of backgrounds of our student population reflects the breadth of the field of Human-Computer Interaction:

- Interactive Computing (IC)
- Industrial Design (ID)
- Digital Media (DM)
- Psychology (PSY)

All students take a set of core courses, a set of more in-depth courses in their chosen specialization, and a master's project that is supervised by an HCI faculty member. All students complete an internship in the summer between their first and second years.

**MS in Digital Media (MS-DM)**

The Master of Science in Digital Media program ([http://dm.lmc.gatech.edu/program/ms-program](http://dm.lmc.gatech.edu/program/ms-program)) offers arts- and humanities-based advanced study in digital media design and critique. The diverse student body brings a wide range of cultural and disciplinary backgrounds to a studio- and seminar-based curriculum that prepares them for leadership positions as designers, producers and critical analysts in a changing digital culture.

**Master's in Industrial Design (MID)**

The Master of Industrial Design (two-year program) ([https://id.gatech.edu/graduate/msid](https://id.gatech.edu/graduate/msid)) allows for Industrial Design graduates to continue their education at the graduate level. The curriculum addresses the needs of a digitized world for designed systems and products by incorporating experimentation with state-of-the-art technologies together with comprehensive research practices.

The three-year Master of Industrial Design (MID) program allows students without an undergraduate degree in Industrial Design to attain or sharpen their design skills in a preliminary year of study before moving into the (MID) graduate-level studios and coursework.
### Interactivity@GT 2018 Schedule

*All activities will take place in the Historic Academy of Medicine at Georgia Tech.*

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<td>8:30 am – 11:30 am</td>
<td>MS-HCI Advisory Board Meeting</td>
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<tr>
<td>11:00 am – 3:30 pm</td>
<td>Registration</td>
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<td>11:00 am – 2:00 pm</td>
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<td>12:00 pm – 1:00 pm</td>
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<td>GVU Brown Bag</td>
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<td>1:00 pm – 4:00 pm</td>
<td>Poster Session</td>
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<td>122</td>
</tr>
<tr>
<td>Xue Zhao</td>
<td>HCI</td>
<td>Research, Design, Implement</td>
<td>123</td>
</tr>
</tbody>
</table>
SHIRLEY ANNIS

718-530-3193
shirleyannis.com
shirley.annis@gatech.edu

Education

Georgia Institute of Technology
Master of Industrial Design
2020 Expected

New York University
Bachelor of Science Electrical Engineering
2017

Experience

2018
Radio Operator
Georgia Institute of Technology
WREK Radio
Broadcasted live sports events and music.

2017
Graduate Research Assistant
Georgia Institute of Technology
Center for Assistive Technologies
Tested navigational strategies for the elderly who are vision impaired and are developing hearing loss.

2017
Undergraduate Research Assistant
New York University
Electrical Engineering Department
Led a research team of seven in acquiring tumor detection data from an electrode array used on phantom tissue.
Individually designed device body, electrode array sleeve, and electronics board.

NYU Power Laboratory
Rejuvenated the wireless inductance train showcase.

2013
Teaching Assistant
New York University
Introduction to Engineering & Design
Educated first-year undergraduate students in the Introduction to Engineering & Design class.
L lectured in recitation, graded exams, provided support during laboratory classes and assisted students in the 3D Printing Studio.

Skills

Design
Illustrator
Photoshop
InDesign
Prototyping
Storytelling

Software
MATLAB
LabView
PSpice
AutoCAD
MS Office

Programming
HTML/CSS
Python
Arduino
Java
C

Hardware
Electrical Design
PCB Layout Design
Circuit Design

Projects

2018
Medical Centrifuge
Center for Disease Control
Communicated with CDC clientele to design a portable, mechanical centrifuge to be used to diagnose patients in developing countries.

Beltline Art Initiative
Atlanta Beltline
Consulted with Beltline clientele to design improvements to the Beltline for an increase visitation and interaction with Beltline art.

2017
Garden Irrigation System
1st Place Design
Georgia Institute of Technology Community Garden
Designed a winning garden irrigation system and landscape plan.

Rube Goldberg Machine
Harlem Globe Trotters
Ideated, prototyped, fabricated, tested and refined a catapult and hovering contraption for a basketball in a Rube Goldberg machine.

Breast Cancer Detection Device
New York University
Developed a device for noninvasive, at home breast cancer detection using Electrical Impedance Technology (EIT).
EDUCATION

**MASTER OF SCIENCE**
Human Computer Interaction  
Georgia Institute of Technology  
Expected Graduation May 2019  
Cumulative GPA: 4.0

**BACHELOR OF SCIENCE**
Systems Engineering  
Concentration in Human Factors  
University of Virginia  
May 2013  
Cumulative GPA: 3.78

CONFERENCE PAPERS


“An engineered tactile afferent modulation platform to elicit compound sensory nerve action potentials in response to force magnitude” IEEE World Haptics Conference 2013 | Best Paper

SKILLS


TECHNOLOGIES

AngularJS, Axure, Backbone.js, CSS3, HTML, Java, JavaScript, Jira, Rally, SQL, Tableau

PROFESSIONAL EXPERIENCE

**GRADUATE RESEARCH ASSISTANT**  
Georgia Institute of Technology | August 2017 – present  
- Developing an interface to aid astronauts in mission planning  
- Running human-in-loop experiments to test designs

**SR TECHNICAL PRODUCT MANAGER**  
GE Power | April 2016 – August 2017  
- Led a team of contractors to deliver new web and native projects  
- Created relevant designs and documentation that span the SDLC  
- Partnered with the data management team to acquire, standardize, and cleanse gas turbine operating data

**FREELANCE UX/UI DESIGNER**  
PeerIQ | October 2015 – February 2016  
- Worked with executives to overhaul the site’s design and usability  
- Coded styling changes and responsive functionality

**IM PROGRAM MANAGER**  
GE Power & Water | August 2015 – April 2016  
- Leveraged best practices and automation to design the overall testing and training strategy for the business’s ERP program  
- Migrated the program to agile practices and tools

**INFORMATION TECHNOLOGY LEADERSHIP PROGRAM (ITLP)**  
GE Capital | July 2013 – August 2015  
ITLP is a premier two-year rotational program focused on honing business acumen and technical skill through practical experience, leadership roles, and extensive training.

- **Full Stack Developer** | LA  
  - Built modular front-end components using AngularJS and Java

- **Front-end Developer** | MI  
  - Developed responsive and interactive web solutions using Backbone.js, Handlebars, Ghost, and CSS3

- **UX Designer** | MI  
  - Performed usability testing and created high-fidelity wireframes for key business initiatives

- **Application Lifecycle and Database Management** | CT  
  - Generated SQL scripts to automate user application permissions  
  - Managed quarterly releases of a web-based underwriting tool

**UNDERGRADUATE RESEARCH ASSISTANT**  
University of Virginia | January 2012 – September 2012  
- Analyzed neural data from mechanoreceptors using MATLAB to put the sense of touch into prosthetics
SKILLS

TOOLS
Sketch
Illustrator
Axure
InVision
Principle
HTML, CSS, JS
Java

EDUCATION

Master of Science
GEORGIA INSTITUTE OF TECHNOLOGY
MAY 2018

Bachelor of Science
UNIVERSITY OF CALIFORNIA, IRVINE
FALL 2015

EXPERIENCE

UX DESIGN CONSULTANT
DILAC, Georgia Tech
August 2017 - Present

- Designed physical computing interaction to recreate 19th century visual history charts with 21st century technology affordances
- Mentor students on the value UX can add to their projects and how to incorporate the UX process

UX DESIGN INTERN
Rocket Software
SUMMER 2017

- Reduced the number of admin support issue requests by redesigning the interface, on-boarding interaction and user flow of a B2B management product
- Created company specific UI kit based on IBM’s carbon design system for Sketch and Axure

UX DESIGNER
Bunkers Paradise
January - July 2016

- Designed mobile and wearable interaction to provide a more well rounded exercise routine to golfers at the driving range
- Iteratively prototyped interface for iOS devices

STUDENT UX DESIGNER
GrandPad
2014 - 2015

- Designed mobile games for senior citizens to increase cognitive activity and communication with their friends and family
- Conducted contextual inquiry to inform interaction design decisions specifically tailored to senior citizen user group
MADHURI BHAVANA
EXPERIENCE DESIGNER
Seeking UX Research and Design internships

EDUCATION

Masters in Human-Computer Interaction
(May ’19)
Georgia Tech

Bachelors in Design (May ’16)
Indian Institute of Technology Guwahati
GPA: 8.42/10

SKILLS

Research and Design
Affinity Diagramming
Competitive Analysis
Contextual Inquiry
Data Analysis
Ethnography
Information Architecture
Heuristic Evaluation
Persona Building
Rapid Prototyping
Typography
Usability Evaluation
User Research
Visual Design
Wireframing

Design Tools
Adobe Creative Suite
AutoCAD 2010 (3D Printing), Axure Pro
Balsamiq, Framer, Sketch

Programming
C, Python, Java HTML/CSS, Bootstrap, Arduino

PUBLICATIONS

E-health interventions for providing effective diabetic care in India (DIGITS 2017)

EXPERIENCE

Cardekho.com: UX Researcher and UX Designer
July ’16 - July ’17
• Responsible for designing solutions to improve the usability of the website and to personalize user journeys. Conducted research and usability evaluation to identify current problems in the website, developed behavioural archetypes.
• Responsible for analyzing the impact of design changes via Google Analytics.

Amazon: User Experience Design Intern, New Initiatives
Manager: Mr. Zahid Khan, Head of Marketing, New initiatives, Amazon
May ’15 - July ’15
• Designed a new product discovery and product evaluation experience for a fully assisted shopping model
• Conducted usability evaluation of initial prototype with 25 potential users and contextual interviews in tier-2/3 towns. Developed personas and experience maps.
• Designed wireframes and visuals for the application. Delivered UX specifications for the tool.

Embedded Interaction Lab, IIT Guwahati: UX Researcher
Mentor: Dr. Keyur Sorathia, Assistant Professor, IIT Guwahati
Aug ’15 - May ’16
• Designed a system which monitors and analyses diabetic patients’ health history, tracks patient’s health in real time, provides contextual recommendations, enables remote consultations and relevant data sharing among important entities in the diabetic e-health ecosystem.
• Evaluation showed significant acceptance of the system by care-givers.

Student Alumni Interaction Linkage, IITG: Core Member
Aug ’14 - Aug ’15
• Led a team of 25 to organize 10+ Alumni speaks, webinars, 3 alumni meets and responsible for increasing alumni outreach through fund raising campaigns.
• Solely responsible for delivering creatives, brochures, banners and installations for various events.

Industrial Design Centre, IIT Bombay: UX Intern
Mentor: Mr. Anirudha Joshi, Associate Professor, IDC, IIT Bombay
May ’14 - July ’14
• Worked on the gamification of evaluation protocol of ‘Swarachakra’, a text input application for Indic scripts.
• Refined the user testing protocol, came up with innovative ways to gamify the 31-day testing protocol, made storyboards and high-fidelity wireframes. Contributed to the standardization of Swarachakra.

Techniche’14 (Brand Comm. & Design team): Core Member
Aug ’13 - Aug ’14
• Was responsible for the branding of the technical fest at IIT Guwahati which saw a participation of 30,000. Designed a series of posters, booklets, installations and publicity material.
MADHURI BHAVANA
EXPERIENCE DESIGNER

ACHIEVEMENTS AND CO-CURRICULAR

‘INSPIRE’ scholarship: Nominated by Department of Science and Technology, Govt. of India for performing in top one percent in the 12th State Board examination


National Service Scheme: As the head of entrepreneurship team, I was responsible for leading a team of ten to innovate sustainable solutions that improve the quality of living. Organized plantation and sanitation drives and cloth / book collection drives to help victims of natural disasters.

OTHER INTERESTS

Volunteer Work
Oil Painting
Hiking
JOHN RAYMOND BORDONI
408.710.8618
jackbordoni@gmail.com
linkedin.com/in/jbordoni
jackbordoni.com

PROJECTS

Tuned
Feb 2016 - June 2016 - Palo Alto, CA
- Part of a team of three creating a new social music playlist iOS application
- UX/UI designer for the team to create application flow and look
- Hosted events to test app idea and features to get feedback from actual users
- Created wireframes and functional requirement documents, used for communication with external backend development team
- Created blog posts and other content for website

Scavenger
Feb 2017 - May 2017 - Atlanta, GA
- Part of a team of four creating an app for explorers, foragers, and environmentalists to find and share plants in their local area in an Android app and Web app
- Project lead for UI/UX design
- Developed web application utilizing Google Maps APIs and Firebase APIs

RaceTrac Store of the Future
Jan 2017 - May 2017 - Atlanta, GA
- Part of a team of three, designed a concept Urban convenience store and fueling station for RaceTrac Inc.
- Interviewed both corporate and convenience store employees and observed customers within stores to drive insights
- Created a SketchUp mockup detailing the experience to show the solution

See more projects on my website!

ACTIVITIES

Collegiate Athletics - XC/T&F
2012 - Present - Stanford, Georgia Tech
- The only non-recruited male distance runner on the Stanford team, walking on twice
- Personal bests of 14:25 for 5K (indoor track), 24:01 for 8K (cross country)
- Currently, a volunteer coach for the Georgia Tech team

EDUCATION

Georgia Institute of Technology
Aug 2016 - May 2018
Atlanta, GA - Class of 2018
- Pursuing a Masters in Human-Computer Interaction with the goal of gaining more experience in digital design and exploring ideal relationships between hardware and software
- Taking additional classes about management of tech firms, service design, healthcare design, and full-stack application design
- Working on a year-long Master’s project with a major US airline to improve the air travel experience from a baggage perspective

Stanford University
Sept 2012 - June 2016
Palo Alto, CA - Class of 2016
- Earned a degree in Engineering (focus in Product Design) with a GPA of 3.5
- Took classes in electronics, java/C++/C, mechanical systems, statics, dynamics, mechanics of materials, design (human-centered design, form building, business design), manufacturing, and smart products

WORK EXPERIENCE

UX Designer Intern
Roadie - Atlanta, GA
May 2017 - Present
- Worked closely with 2 other UX designers and with the marketing and engineering teams to design and coordinate new features and bug fixes for a variety of user types and platforms (iOS, Android, and Web)
- Created Roadie’s first driver feedback loop system, involving coordinating and leading discussions and interviews with Roadie drivers
- Conducted contextual inquiry sessions with an enterprise customer to understand how Roadie could better serve their needs, compiled those notes through affinity mapping, presented findings to the company, and designed features on all three platforms to address those needs
- Conducted a qualitative analysis of thousands of text entries using Python scripts to replace free-text fields in the app, eliminating a common pain point for users

Product Manager Intern for Yahoo Mail iOS
Yahoo Inc. - Sunnyvale, CA
Summer 2016
- Extensively researched new capabilities available for iOS 10 release in the following fall, providing relevant information to the engineering team for future development
- Designed mockups that explored added functionality in notifications, widgets, and SiriKit in iOS 10
- Observed UX interviews on those mockups and used feedback to iterate
- Created specifications documents for notifications and widgets in iOS 10 that are currently implemented in the app
- Part of a team that won the Summer Hackday challenge for Yahoo Mail, imagining new geotagged stationery options

Maker in Residence Intern
Kinoma/Marvell Semiconductor - Santa Clara, CA
Summer 2015
- Developed prototypes of various Internet of Things products using the Kinoma Create JavaScript-based platform involving physical design, coding, 3D printing, and circuitry design
- Contributed blog posts on those projects that were featured on the company’s blog to show off the platform

SKILLS

Manufacturing
3D printing
rapid prototyping
PCB design
basic machining

Software
Trello
Framer
Adobe
Principle
Illustrator
Photoshop
After Effects

Adobe InDesign
Solidworks
Fusion 360
SketchUp

Programming
Java
C++
C (Arduino)

JavaScript (NodeJS, Express)
HTML/CSS
The core question at each user experience is how will this impact the user? When I am designing, I use this questions to influence my work. I am interested in using design to educate, rethink traditional experiences, and explore new concepts or ideas.

**EDUCATION**

**Georgia Institute of Technology**  
Present-May 2018  
Master’s candidate in Digital Media  
Overall GPA: 3.84/4.00

**Wesleyan College**  
2012-2016  
Bachelor of Arts in Integrated Digital Media  
Minors in Mathematics & Communication  
Overall GPA: 3.58/4.00 (Cum Laude)

**SKILLS**

**Design**  

**Research**  
Comparative Analysis, Usability Testing & User Surveys

**Programming**  
HTML, CSS, JavaScript & Twine

**AWARDS**

**Mary Mildred Sullivan Award**  
for Leadership & Service | 2015-2016  
Recognized for expanding Wesleyan College’s community service efforts

**Honorable Mention NCWIT Collegiate Award**  
2014-2015  
Recognized for technical project with creativity and potential societal impact

**National Award for Aspirations in Computing- NCWIT**  
2011-2012  
Recognized for engagement, interests and achievements in the area of computing

**EXPERIENCE**

**Digital Media Summer’17 Intern**  
at CareSolutions Inc.  
- Performed website testing to ensure its efficiency  
- Conducted testing for monitoring tools for clients  
- Used Axure and Adobe XD to create wireframes for website

**Graduate Research Asst.,**  
**Digital Media Dept.**  
**Georgia Institute of Technology**  
2016-2017  
- Created wireframes and prototypes for department website  
- Used Wordpress to develop and test website

**Social Media Consultant**  
**Biology Dept.**  
**Wesleyan College**  
2013-2014  
- Created unique content for Facebook page  
- Increased student awareness of Biology department events

**Research Asst., at S.U.R.E (Summer Undergraduate Research Experience) Robotics Program**  
**Georgia Institute of Technology**  
2014  
- Selected for a competitive 10-week research program  
- Developed math game using Unity 2D for 2nd-3rd graders

**CONTACT**

- bfbosley@gatech.edu
- +1 404 849 0915
- www.linkedin.com/in/bfbosley
- www.brookeportfolio.com
EXPERIENCE

Georgia Tech Research Institute | Atlanta, GA
Graduate Research Assistant | May 2017 - present
Assist with the development of Naval mission planning system interfaces. Tasks include brainstorming, wireframing, rapid prototyping, high-fidelity prototyping, and detailed mission task analyses.

Rice University | Houston, TX
Research Assistant | May 2015 – May 2016
Led the prototype development of the web interface component of STAR-vote, a cryptographically secure voting system. Utilized paper wireframing to plan web and mobile versions of the interface, then built a high-fidelity prototype using HTML/CSS. Created and executed the experimental protocol for usability testing.

Rice School Literacy & Culture | Houston, TX
Research Consultant | June 2015 – May 2016
Performed extensive literature review of cognitive neuroscience in the context of early childhood education to inform and build upon Rice SLC learning programs and seminars. Presented synthesized findings at multiple educational seminars and summits at Rice University and local Houston schools.

University of Texas Health Science | Houston, TX
Research Assistant | May 2013 – May 2016

EDUCATION

Georgia Inst. Technology
MS Human-Computer Interaction
2017 – expected 2019 | Atlanta, GA

Rice University
BA Cognitive Science
2012 – 2015 | Houston, TX

SKILLS

Research:
- Interviews & Surveys
- Focus Groups
- Task Analyses
- Cognitive Walkthroughs
- Usability Testing
- Heuristic Evaluation
- Think-aloud testing
- Affinity Diagrams

Design:
- Storyboarding
- Personas
- Wireframing
- Rapid Prototyping

Tools:
- Photoshop
- Illustrator
- XD
- Just In Mind
- SPSS
- Python
- HTML/CSS
Kaylin Broussard
Designer | Researcher | Artist

OBJECTIVE

Seeking a UX Research and Design internship for the Summer of 2018

CONTACT

W: www.kaylinbroussard.com
E: KBroussard3@gatech.edu
P: 318.789.1758

SKILLS

HCI and Design
User centered design
Usability testing
Ethnography
Heuristic evaluation
Affinity diagramming
Interviewing
Surveying
Wireframing
Storyboarding
Persona development
Journey mapping
Human factors and ergonomics
Universal design

Software
Adobe Illustrator
Adobe Photoshop
Adobe InDesign
Adobe XD
InVision
Axure
Sketch
SaySpring

Fabrication
Welding & metal work
Ceramics
Foam prototyping
Basic electrical wiring
Laser cutting
3D printing
CNC machining

EDUCATION

Georgia Institute of Technology, Atlanta, GA Expected 2019
Master of Industrial Design
Master of Science in Human Computer Interaction

Louisiana Tech University, Ruston, LA 2011
Bachelor of Fine Arts, Sculpture and Ceramics

EXPERIENCE

Graduate Research Assistant 2017-Present
Information and Communications Lab, GTRI
• Assists with research and design on sponsored industry projects

UX Research Intern Summer 2017
InReality, Atlanta, GA
• Analyzed and drew insights from user testing to create a design brief
• Created user flows, wireframes, click-through prototypes, and journey maps for clients

Graduate Teaching Assistant 2016-2017
Digital Fabrication Lab, Georgia Institute of Technology
• Assisted students in course related projects, facilities, and machinery use

UX Research Intern Summer 2016
Look Listen, Atlanta, GA
• Conducted research using surveys, and interviews
• Created wireframes, journey maps, and heuristic reviews for clients
• Compiled an internal best practice guide for digital advertising

Research Technician 2013-2014
National Trenchless Technology Center, Louisiana Tech University
• NASA
  Managed project with the objective of finding suitable building materials for the moon. Carried out material sample testing for lunar regolith geopolymer and co-authored a published research paper based on successful findings.
• American Electric Power and Kyger Creek
  Fabricated a high temperature gas kiln and protocol to perform material testing. Organized a successful large scale on site material test inside a boiler room at Kyger Creek Power Plant in Cheshire, Ohio.
• CenturyLink
  Conducted a literature review & research of frost heave on asphalt pavement. Nation wide Department of Transportation & Development standards research for joint fillers used on asphalt.
Experience

Summer 2017
Turner Broadcasting • Atlanta • GA
Web Development GTO Intern • Cartoon Network/MSS
• Worked directly in the Cartoon Network development team. Hands-on involvement in the conversion of CartoonNetwork.com to Drupal and also refactored the current login module to utilize a new API service. Other duties include fixing javascript issues, creating technical documentation, and staging CartoonNetwork.com games on testing environments.

Fall 2016
Turner Broadcasting • Atlanta • GA
Web Development GTO Intern • Sports/Entertainment
• Assisted developers and managers in the development and testing of the 2016 Rydercup website as well as the PGA Championship site. Primary contributions include updating media content in Drupal 7, testing site functionality, and fixing javascript issues.

Nov 2015 - Aug 2016
Perkins + Will • Atlanta • GA
UX/UI Designer + Front-End Developer
• Leveraged Google's Material Design framework and AngularJS to design and develop internal applications to improve company processes.
• Collaborated with UX lead to design wireframes & prototypes based on business requirements.
• Collaborated with Lead Developer to implement designs as working Angular applications.

Aug 2013 - Oct 2015
BetterCloud Inc • Atlanta • GA
Functional Analyst
• Worked with developers and product owners in Agile software environment.
• Analyzed business requirements and wireframes, created user stories, acceptance criteria, architected test plans, communicated test results and daily statuses, and tracked defects.

Ongoing
Freelance Web Developer • Atlanta • GA
• Work directly with clients to design and develop company websites.
• Emphasis on technical features, UX, graphic design, logo design, and SEO
• Wordpress • custom & templating frameworks

Skillset

Design
UX • Prototyping • Interaction Design • Information Architecture • Graphic Design

Development
HTML • CSS • JS/jQuery • C# • AngularJS • Wordpress • NodeJS • Git • Drupal • PHP • Jekyll

Hardware/Software
Adobe Creative Suite • Balsamiq • Axure • Unity3D • HTC Vive • Webstorm • Leap Motion • Maya

Education

MS Digital Media
Georgia Institute of Technology • Expected May 2018 • 3.9

BS Computational Media
Georgia Institute of Technology • Graduated Aug 2013 • Dean’s List

Activities

Georgia Tech Mens Lacrosse Team 2009 • Boys Youth Lacrosse Coach • Boys Youth Basketball Coach • WREK 91.1FM Staff Member • Co-Host/Sound Engineer for Sci-Fi Lab Specialty Show • Martial arts practitioner
VICTORIA CHAI
PRODUCT DESIGNER

Seeking Full-Time Designer positions starting May 2018

www.victoriachai.com
victoriachai@gatech.edu
240.205.9799

EXPERIENCE

Big Nerd Ranch, UX/UI Design Intern
May 2017 - Aug 2017 | Atlanta, GA
Designed user flows, wireframes, and mockups for iOS and Android apps. Created icons and illustrations as visual branding elements. Conducted research of target user groups.

Georgia Tech, Designer and Researcher
Aug 2017 - Present | Atlanta, GA
Designed digital artifacts for visualizing climate change. Conducted interviews with students to discover ways to increase climate change awareness on campus.

Georgia Tech, Web Designer
Jan 2017 - May 2017 | Atlanta, GA
Designed wireframes and created graphical elements for the College of Science website.

SpreeCommerce, UX Design Intern
Jan 2014 - May 2014 | Bethesda, MD
Designed user flows and wireframes for the main enterprise application.

EDUCATION

Georgia Institute of Technology
M.S. in Human-Computer Interaction
Aug 2016 - May 2018 | Atlanta, GA
GPA: 4.0/4.0

Georgetown University
B.S.B.A. in Accounting, Computer Science
Aug 2011 - May 2015 | Washington, DC
GPA: 3.5/4.0

SKILLS

Software
Sketch
Principle
Adobe Photoshop
Adobe Illustrator
HTML, CSS, JavaScript
jQuery
D3.js
Java

Design
Wireframing
Prototyping
Storyboarding
Usability Testing
User Research
User Journey Map
Application Map
I have designed diverse products; digital, physical and everything in between. And after 3.5 years within the industry, I have fallen in love with the design process.

I seek a UX Design Internship, Summer 2018.

EDUCATION
MS in Human Computer Interaction [GPA 4.0/4.0]
GEORGIA INSTITUTE OF TECHNOLOGY, USA [2017 - May 2019]
B. Engg in Mechanical Engineering
UNIVERSITY OF LIVERPOOL, UK [2010 - 2013]

EXPERIENCE
Interaction Designer
EXPERIENTIAL DESIGN LAB, INDIA [2016 - 2017]
- Interaction Design consultancy specializing in spatial design and user experience
  • Designed physical components of an interactive mirror light along with embedding physical interactions into its tangible UI.
  • Defined user needs & constraints by collating research data of an Experience Center. Redesigned users’ spatial journey for an increased product learnability.

Industrial Designer
KLOVE STUDIO, INDIA [2014 - 2015]
- Product design studio specializing in aesthetic lighting designs and installations
  • Enhanced client experience by incorporating an AR app into a client pitch. App showcased lighting designs in a 3D spatial context resulting in 40% faster order closing time.
  • Led the design & development of various lighting products. Crafted their stories & product narratives, resulting in a more engaging customer experience.

PROJECTS
Infograin
- An app that helps students with dietary restrictions make informed meal decisions
  • Project got shortlisted as a finalist for the Convergence Innovation Competition.
  • Within a group of 4, I redesigned & evaluated multiple prototype iterations through user testing & think-alouds leading to improved system usability scores. Also established brand interface guidelines based on Google's material design.

V.Sketch
- Side project that enabled children with hand disabilities create art through their voice
  • Developed a grid system to enable precise object positioning in Processing with an audio-based API, requiring NATO based audio commands.

SKILLS
UX Design
Sketching
Wireframing
Ideation
Design Thinking
Info Vizualization

UX Research
Affinity Mapping
Contextual Inquiry
Usability Testing
Task Analysis
Card Sorting

TOOLS
Design
Sketch
Photoshop
Illustrator
InDesign
Fusion 360

Prototyping
Invision
Balsamiq
Principle
After Effects

Programming
Arduino
Processing
Python
I create visuals and interactions. My works focus on urban recreation. Now seeking Summer 2018 UI / UX Designer Internship

**EDUCATION**

**Georgia Institute of Technology**
Atlanta, GA | 2017 - 2019
MS, Human-Computer Interaction

**Donghua University**
Shanghai, China | 2012 - 2016
BA, Industrial and Product Design

**WORK EXPERIENCE**

**Lenovo**
Shanghai, China | Feb 2016 - Aug 2016
UX Designer Intern

- Improved usability of the built-in software “Gaming Center” of the Y-900 Series by redesigning the color, shape and layout of the interface which is then used by thousands of users.
- Designed the website, video and poster for the Y-900 laptop Release Announcement. Successfully introduced the product and promoted sales
- Aided user interviews and visualized qualitative and quantitative data

**IDC Shanghai Branch**
Shanghai, China | Aug 2015 - Oct 2015
UI Designer Intern

- Fully responsible for rapid design of 6 iterative interfaces for medical product which were evaluated by users and adopted
- Collaborated in team with British and French engineers to come up with new prototyping method which helped save money for modeling
- Conducted competitor analysis to aid the new respirator design
- Hands-on experience in usability testing and evaluation and iteration

**LEADERSHIP**

**Disney Imaginations Design Competition**
2017
- Project manager of team of 4, planned and organized team meetings, collected group opinions for solid and clear goals

**Experience Design Workshop**
2015
- Led team of 6 with different background for in-flight experience design
- Presented and explained team project and won Best Team

**Rotterdam Workshop**
2014
- Led team of 3 with students from Rotterdam University for design solution to health-care products
- Presented team project

**SKILLS**

Design Thinking
Information Visualization
Human-Centered Design
User Experience Research Methods
Mobile and Web Wireframes / Mockups
Independent Rapid Prototyping
Verbal and Visual Communication
Cognitive Psychology
Hand / Digital Sketching
Photography and Video Production
Piano

**TOOLS**

**prototyping**
Adobe Photoshop
Adobe Illustrator
Adobe XD
Adobe Muse
Adobe AfterEffects
Adobe Premiere
Cinema 4D
KeyShot

**modeling**
ZBrush
Rhinoceros
SolidWorks
CryEngine
Python
HTML/CSS

**HONORS**

**2016**
Outstanding Graduate
Outstanding Graduation Design

**2015**
Second Place of Shanghai Undergraduate E-commerce Competition

**2013, 2014**
Dean’s List
PROFESSIONAL EXPERIENCE

Graduate Research Assistant at Georgia Tech Research Institute  
Fall 2017 - Present  
- Develop high-fidelity, interactive prototypes for the Department of Defense based on task analysis reports and existing visual guidelines  
- Support graphics needs by creating illustrations to visualize defense planning strategies

UX Lead, Oppia Foundation (Remote)  
Fall 2015 - Present  
- Design web content and mobile/desktop prototypes based on user feedback, improving site quality and maintaining a 5-star user rating  
- Collaborate with partners from Asia and Africa to develop study protocols, create surveys for user studies, and conduct remote/in-person user interviews  
- Mentor new project contributors and student applicants for the 2017 Google Summer of Code program to foster an understanding of the human-centered design process

UX Research Assistant at Design Lab, UC San Diego  
Spring 2015 - Winter 2016  
- Conducted user interviews, workshop observations, and competitive analysis of 18 services to understand the problem space  
- Created and presented deliverables (personas, journey maps, wireframes, and user stories) to VP at SAP to identify project directions and industry opportunities  
- Designed a randomized controlled study and analyzed the data from 200 participants to inform visual design decisions

Research Assistant at Perception and Cognition Lab, UC San Diego  
Summer 2015 - Spring 2016  
- Recruited and coordinated with 30 participants to run 90 experiment sessions in 4 months  
- Wrote scripts to automate data cleanup process and conduct quantitative data analysis, efficiently parsing through 2K experiment trials  
- Awarded the Anderson Research Travel Grant to present thesis project at the annual Undergraduate Psychology Research Conference at Stanford University

EDUCATION

Georgia Institute of Technology  
Fall 2017 - May 2019 (expected)  
- Master of Science, Human-Computer Interaction (GPA 4.0)  
- Diversity and Inclusion Fellow, 2018 cohort

University of California, San Diego  
Fall 2012 - Spring 2016  
- Bachelor of Science with High Distinction, Psychology  
- Minor in Computer Science  
- Graduated with Honors for completion of an honors thesis and a major GPA of 3.8  
- Accomplished three research presentations and one extended abstract publication

SKILLS

Methods  
A/B testing  
Card sorting  
Cognitive walkthrough  
Contextual inquiry  
Heuristic evaluations  
Prototyping  
Surveys  
Usability testing  
User interviews  
Wireframing

Design Tools  
Adobe Illustrator  
Adobe Photoshop  
HTML/CSS  
InVision  
JavaScript  
Justinmind  
Sketch

Research Tools  
Amazon MTurk  
JMP  
Google Analytics  
Qualtrics

Statistical Analysis  
ANOVA  
Chi-square  
T-test

CERTIFICATES  
CITI HSR  
Mental Health First Aid
XINYI CHEN
UX RESEARCHER

CONTACT
404-948-7322
cxxjasmine@gatech.edu
www.cxinyi.com

EDUCATION
M.S. Human-Computer Interaction
Georgia Institute of Technology
Atlanta, Georgia
2017 - 2019 (Expected)

B.E. Industrial Engineering
Specialized in Human Factors
Tsinghua University
Beijing, China
2013 - 2017

SKILLS
Research
Experimental Design, Data Mining, Statistical Analysis, Interview, Focus Groups, Information Visualization

Design
Wireframing, Persona, Storyboard, Prototyping, Interaction Design

Software
MATLAB, Minitab, MySQL, NVIVO Photoshop, Sketch, Indesign Unity 3D, Rhinoceros, ProE

Programming
Python, C, C#, MATLAB, SQL, PHP

PROFESSIONAL EXPERIENCES

Lenovo Research&Technology | UX Researcher Intern 2016
Developed UX KPIs for AR wearables and evaluated the Lenovo daystAR.
• Made a benchmark by designing and conducting a series of objective testings and behavioral experiments for both daystAR and Hololens, with Unity 3D, MATLAB and Minitab.
• Developed 44 KPI metrics by literature review and benchmark test.

Hochuen Technologies Co., Ltd. | UX Researcher Intern 2016
Evaluated a VR wearable’s prototype and modified the drawing.
• Designed and conducted experiments with EMG(skin conductance) to evaluate design flaws of a VR device.
• Modified the prototype design to incorporate experiment results.

HCI Lab at Tsinghua University | Research Assistant 2016 - 2017
Developed a new approach assessing self-construal value by statistic analysis
• Stretched and tested keywords which indicated the self-construal (a psychology theory) value in Chinese.
• Crawled 3 million Chinese characters and analyzed data with Python.

PROJECTS

Backpack Purchasing on REI Web | UX Research&Design 2017
• Conducted observation, interviews, survey, task analysis, affinity mapping, and finally redesigned the REI website to improve the backpack purchasing experience for novice hikers.

Feather Friends | UX Research&Design 2017
• Conducted user research, created a game prototype to raise a pet in grocery store and evaluated it, to improve shopping experience for parents and kids.
• Used methods such as contextual inquiry, survey, competitive analysis.

Chinese Reading Efficiency | UX Research 2015
• Employed eye tracking technology and statistics methods such as Fisher LSD and Latin-Square to assess how the number of columns and the width between columns affect Chinese reading efficiency.
CHERYL CHEONG
UX researcher seeking a full-time position starting May 2018

WORK EXPERIENCE
Culture and Technology Lab, Graduate Researcher
Jan 2017 – present | Atlanta, GA
• Moderated 20 usability tests on an iOS game to test the feasibility for leveraging chronic illnesses as a personally meaningful area to teach STEM content
• Analyzed and coded qualitative data with co-researchers using grounded theory
• Communicated game level-up recommendations with wireframes to stakeholders

Veritas, UX Research Intern
May – Aug 2017 | Mountain View, CA
• Collaborated with PM and Marketing to translate business goals into a UX research plan
• Led exploratory interviews and survey to gather requirements for enterprise compliance under a new EU data protection law (GDPR)
• Gleaned actionable insights, user stories & personas from data that drove design sprints
• Facilitated all aspects of on-site & remote usability testing to evaluate Agile wireframes

Beckman Institute Human Factors Lab, Research Assistant
Sept 2014 – May 2016 | Urbana, IL
• Teamed up with electrical engineers to design a conversational agent for EMR portals
• Conducted usability tests on the conversational agent’s impact on risk perception

AbbVie, Human Factors Intern
May – Aug 2015 | Chicago, IL
• A/B tested medical devices to improve users’ drug delivery experience for 40,000 patients
• Developed user research plan for a remote video ethnography on medication compliance

PROJECTS
Fake News Buster, UX Research Lead
• Spearheaded surveys and interviews with high school students about their attitudes towards fake news and news reading behavior
• Designed an educational app to teach news literacy skills. Evaluated design with users

Socialight, UX Researcher
• Designed and conducted contextual inquiries to understand students’ location search
• Developed a survey to quantify location preferences according to activity & personality
• Analyzed data to distill actionable insights and create personas to inform design

ACTIVITIES & HONORS
Susan Yung Maul Award for Outstanding Asian & Asian American Program
Promoted unity and raised awareness of Asian American issues during cross-cultural events

Carle Auditorial Oral School, Weekly Volunteer
Facilitated auditory and speech drills for children with impaired hearing

The Caring Place, Student Volunteer
Assist teachers with after-school care of children aged 3-7 years old

EDUCATION
Georgia Institute of Technology
2016 – 2018
M.S. Human-Computer Interaction

University of Illinois at Urbana-Champaign
2013 – 2016
B.S. Psychology, Economics

SKILLS
Research
Interviews, Surveys
Field Studies, Card Sorting
Focus Group, Diary Studies
Task Analysis, Data Mining
Competitive Analysis
Concept Testing, A/B Testing
Heuristic Evaluation
Cognitive Walkthrough
Iterative Usability Testing

Analysis
R, SPSS, MATLAB, Excel
Qualtrics, Google Analytics
Personas, Storyboards
User Stories, Use Cases
Affinity Map, Journey Map

Design
Photoshop, Illustrator
Premiere Pro, After Effects
Sketch, Invision, FramerJS
Axure, Balsamiq
HTML/CSS
Python

INTERESTS
Hiking
Baking
Broomball
Card games
THOMAS W. CLIFTON, V
P - 848.248.6090
E - tclifton3@gatech.edu
@TreatMy_Studio

“A mechanical engineer, turned product designer with startup experience”

+ Objective
To gain a position as a designer in a challenging environment where I can apply my skills to solve problems and deliver innovative solutions.

+ Education
New Jersey Institute of Technology, Newark, NJ
B.S. Mechanical Engineering Technology
Minor in Innovation and Entrepreneurship

Georgia Institute of Technology, Atlanta, GA
M.S. Industrial Design (2018)

University Innovation Fellowship - Stanford U., D School (2016)

+ Experience
2017 Atlanta Charter School System / STE(A)M Director - I was tasked with creating a summer curriculum for students who were struggling with their literacy skills and exposure to STE(A)M. This camp was the first of its kind here in the Atlanta area, where children, grades K-2, were immersed in hands-on activities while improving their literacy skills. The culmination of my work there was a book, that I authored and illustrated, called “Luna Sprocket Builds a Rocket”.

2016 Athenahealth / UX Designer - During my time at Athenahealth, I was the UX lead for a stealth web browser project. The goal of the project was to build a non-disruptive product experience for clients who use different platforms, operating systems and version releases, while building in the unique task flows, products and functionality that clients expected from the software. I also created the visual mapping, interactions and high level workflows using Athenahealth’s design language.

2015 Design Bloc / Graduate Teaching Assistant - The Design Bloc is a multidisciplinary collaboration space, modeled after the D.School, where classes and workshops are taught around design thinking. As a TA at the Design Bloc I create and run workshops while serving as a peer mentor for students.

2014 MYO 3D/Co-Founder - MYO 3D’s mission was to provide affordable 3D printing education to K-12 schools in NJ. Company highlights include building New Jersey’s first formal educational program in this space, closed two large university accounts, directly created employment and raised over $100,000 in seed money. My duties included content and curriculum creation, technical troubleshooting, machine assembly and engineering.

+ Skills
2017 CSS / Python / G / Axure / Final Cut Pro / ADOBE Suite / Solid Works / Blender / Arduino / Fusion 360 / Metal 3D Printing Certified / CAM / Canon 5D / Drone Licensed / Blender

+ Awards
2017 Industrial Design Chair’s Award
2014 NSF Grant to commercialize Naval & Airforce technologies
2013 Lean Startup Machine regional winner

+ Community Engagement
DoSomething.org – Part of a 2 month campaign to help the homeless by securing
3x event mentor and event sponsor for Lean Startup Machine
3 Day Startup, event sponsor and judge
Experience

Graduate Teaching Assistant
CS 7001: Introduction to Graduate Studies
Georgia Institute of Technology
Aug. 2017 - Dec. 2017

University Information Center, Supervisor
Rhatigan Student Center
Wichita State University
April 2014 - May 2017

Undergraduate Research Assistant
Explored applying Reduced Hamiltonian Technique (RHT) to Quantum Computations.
Wichita State University
June 2015 - Aug. 2015

Projects

RipeNow 3 Months, Team Project
Followed the user-centered design process to prototype a unique way for produce shoppers to gauge ripeness.

ChefHelp 3 Months, Team Project
Followed evidence-based design principles to prototype a voice-based real time inventory tracking system for Atlanta area chefs.

INTERPOLO 3 Months, Team Project
Developed a web-based tool for people to explore and gain insight into the global terrorism database.
Activities Include: Data Cleaning, Data Integration, Regression Analysis, Usability tests.

Education

M.S., Human Computer Interaction
Georgia Institute of Technology
Expected May 2019

B.S., Electrical Engineering
Wichita State University
May 2017

Recent Coursework
HCI Foundations
Psych. Research Methods for HCI
Data & Visual Analytics
Mobile and Ubiquitous Computing

Skills

User Centered Design / UX
User Interviews
Surveys
Card Sort
Contextual Inquiry (Field Studies)
Affinity Mapping (and similar activities)
Task Analysis
Web Analytics
Cognitive Walkthrough
Heuristic Evaluation

Programming & Development
C/C++, Python, HTML5, CSS, Javascript, D3.js, SQL.

Software
Adobe Creative Suite, MS Office, Github, Tableau, MATLAB, Sketch, Invision.

Analytics & Other
Computation with Visualization, Data Cleaning, Classification, Clustering, Ensemble Methods, Graph Analytics, Sensors.
Bianca Copello
Portfolio: www.behance.net/ bianc copello
678.754.2705 | bianc copello@gmail.com

User Experience researcher with design and software development experience

Education
Georgia Institute of Technology | Aug 2017 – Present
  • M.S. in Human-Computer Interaction | GPA: 4.0
Savannah College of Art and Design | Sept 2013 – May 2016
  • Non-degree seeking, Graphic Design and UX courses | GPA: 4.0
Emory University | Aug 2008 - May 2012
  • B.A. in Linguistics, B.S. in Biology | GPA: 3.77

Relevant Experience
Framework & UX Quality Engineer at AirWatch by VMware | July 2014 – Present
  • Work with project owners and software developers to evaluate the functionality and user
    requirements of new features for mobile and desktop products, and build over 500 test plans that cover
    use cases.
  • Collaborate with UX team in the creation and implementation of product-wide style guides and
    redesigns.
  • Work independently within a team-oriented Agile environment using strong analytical and
    communication skills to perform root cause analyses and solve bugs and customer escalations.
  • Develop and maintain over 100 automated test cases, peer review and merge team automation code,
    and provide feedback and insight to core automation team.

Localization Analyst at AirWatch by VMware | March 2013 – July 2014
  • Display technical competency and research skills to interpret and translate Enterprise Management
    software and related materials into Spanish for the Latin American market.
  • Test company applications on a range of platforms including iOS, Android, and Windows 8.
  • Coordinate with teammates and assist departments such as R&D, Support, Marketing, Sales, and
    Product Management to meet tight company and client-driven deadlines for localization support.

Relevant Skills
  • User needs research, sketching, wireframing, prototyping, usability testing
  • Sketch, Balsamiq, InVision, InDesign, Photoshop, Lightroom, Axure, and Illustrator
  • Experience with qualitative and quantitative experiments in the social and hard sciences
  • Programming experience with Ruby, Selenium, Watir, CSS/HTML

Noteworthy
  • President Latino Student Organization – Emory University (EU)
  • Senior Production & Layout Editor of Alloy Literary Magazine – EU
  • Dolores P. Aldridge Excellence Award for Community Building, Diversity and Intergroup Relations – EU
  • Key Automation Contributor – AirWatch
Available now: Graduated December 2017. UX Designer with strong user research & interaction design skills, plus years of software development and leadership experience.

Georgia Tech, MS in Human-Computer Interaction, 2015-2017
Focus on software prototyping, iterative and Agile design, and user research. Selected projects: designed a decision support system for the HMHB Coalition of Georgia, investigated/prototyped a portable/wearable scanner, developed a VR experience exploring trust.

The Home Depot/UX Design Intern, Summer 2017
Designed a system for corporate event planning and budgeting. Five UX design iterations in nine weeks; interviewed users, wrote user stories, designed wireframes & interactive prototypes, and conducted user evaluations. Collaborated with remote developers; participated in Agile backlog grooming and determining iteration scope. Tools: Sketch, InVision, Pivotal Tracker, WordPress.

ADP/UX Architecture Intern, Summer 2016
Conducted usability analysis of a proprietary developer application to create React Web user interfaces. Interviewed developers & UX designers; designed wireframes, and conducted user evaluations. Recommended standards for UX tools and deliverables. Tools: Sketch, Visio, Zeplin, Rally, Confluence.

GSU, KSU & SPC/College Instructor, 2001-2014
Taught information systems and Java programming at Georgia State Univ. Taught information systems at Kennesaw State Univ. 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 Manager level for seven years, responsible for a team ranging in size from 4 to 20 staff and consultants.

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

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

Portfolio: johncrisp.me
Linked In: john-crisp-4aa9b9113
Some selected projects:

**Home Depot**
I designed a system for a corporate event planning department. This department supported 70+ events a year, and all information was contained in Excel spreadsheets or 3-ring binders full of paper. The goal of the system was to help event planners share information for process improvement and support budget inquiries. I was in Atlanta with the users; the development team (all interns) and project manager were located in Austin, TX.

I performed all research and design activities, including interviewing users, reviewing source documents, designing wireframes & interactive prototypes with Sketch & InVision following Corporate UX’s design standards, and conducting user evaluations. Design iterations were focused on small scope in order to iterate quickly; results of one iterations’ user evaluation were incorporated into the next iteration design. I posted UX research (interview notes and user evaluation results) on Home Depot’s internal UX site using WordPress.

In addition to UX Design, I wrote user stories resulting from my direct contact with users, and I participated in Agile backlog grooming, including determining the scope of each iteration.

**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.

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, following Google Material Design standards), then developed a medium-fidelity interactive prototype using Axure, and conducted final iterations of user evaluations and revised prototypes.

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.

Our 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 large project was ready for production.

Portfolio: johncrisp.me  Linked In: john-crisp-4aa9b9113
Profile
Driven and highly motivated creative seeks the opportunity to practice his newly acquired user research skills in order to make something truly amazing.

Experience
GRADUATE RESEARCH ASSISTANT, GEORGIA INSTITUTE OF TECHNOLOGY – 2017-PRESENT
• Visual Design and Coding of Augmented and Virtual Reality “Vignettes”
• 3D modeling and animation of interactive elements

SENIOR SPECIALIST, APPLE INC; CUPERTINO CA – 2013-2016
• Primary technical support for Apple executives and VIP’s
• Led weekly training for AppleCare Senior Advisors
• Editor and Chief of the AppleCare Team Newsletter

TECHNICAL DIRECTOR, SELF; GAINESVILLE GA - 2010-2013
• Set construction, projection mapping, prop design, sound design
• Winner - “Best Prop” at the Southeastern Film Conference
• Featured in Southern Theatre Magazine for my work in interactive theatre design

VIDEO PRODUCTION SPECIALIST, ATHENS VIDEO PRODUCTIONS, ATHENS GA – 2007-2010
• Studio and live-event videography
• Motion graphics and effects compositing
• Audio/Video DJ for corporate events

Education
Georgia Institute of Technology – Master’s Human-Computer Interaction, 2019
Georgia Institute of Technology – Master’s Industrial Design, 2019
University of North Georgia – Bachelor’s Technical Theatre, 2013
Gainesville College – Associates Journalism, 2007

Recent Projects
HITCH AUTONOMOUS TRUCK INTERFACE, MICHELIN TIRE COMPANY; 2017
• Research into user trends for autonomous vehicles in 2037
• Reverse engineered vehicle product brochures to create the “truck owner molecule”
• Designer and coder of the interactive Hitch user interface prototype
• Winning team - Georgia Tech Silver Cube Award (first place) for Design
PROSTHETIC COVER FITTING ROOM APP, PROCARE PROSTHETICS; 2017
• Part of a research team interviewing prosthetic users and industry professionals
• Designed five interface options using digital stickers, 3D models, and augmented reality
• A/B User testing and iteration

GAS PUMP INTERFACE, RESEARCH METHODS; 2017
• Unstructured interviews of gas station managers and attendants
• Led focus groups with gas station pump users
• Coder of the refreshed gas pump user interface

VOICE ACTIVATED CARTESIAN GRAPHING INTERFACE, HCI FOUNDATIONS; 2017
• 2-week project
• Designed and coded the prototype using Construct 2 and Google speech-to-text

MEDICAL RESTRAINT HOSPITAL CHAIR, STRYKER MEDICAL SUPPLIES; 2017
• Performed anthropometric research into the restraint of different muscle groups
• Physical prototyping of chair and restraint systems

TALES FROM DARK CASTLE, GAME DESIGN; 2017
• Wrote the first five chapters of an interactive children’s book
• Created embedded game elements that affect the direction of the story

AWAKE, SHORT FILM BY SOUTHERN MAFIA STUDIOS; 2017
• Video editor, prop master
• Official selection at the Chattanooga Film Festival

Skills
User research and testing, prototyping, video production, 3D modeling and animation, industrial design, project management, technical and creative writing, sketching, javascript programming, Arduino programming, storytelling and presentation

Other Interests
The best part of being a designer is that everything becomes an “other interest.” When I am not working on a project for work or school, I am using these same tools to design gingerbread houses, make my own key-fobs (so I don’t have to pay Honda $249 to replace my broken car keys), and being an unfair advantage for my children at science fairs. I also enjoy swimming and cycling, playing video games, and outdoor photography.
Experience

Georgia Tech | Graduate Research Assistant
August 2017 – Present | Atlanta, GA
Designing a collection of role-playing games to familiarize professors and other stakeholders with the process of promotion and tenure, concentrating on accessibility and inclusivity.

RxDataScience Inc. | UX Designer
May 2017 – August 2017 | Raleigh, NC
Designed user-centric task flows, interfaces, and information visualizations for a big data analytics tool that helps healthcare and pharma organizations navigate through large sets of data.

VoxPop | Design Consultant
February 2016 – June 2016 | Mumbai, India
Tested usability and visual design of the new user interface for the e-commerce site. Helped create an online community and blog to connect pop-culture enthusiasts over shared interests.

Flarepath Digital Solutions | Web and UI Designer
January 2014 – September 2015 | Mumbai, India
Crafted online experiences and brand identities for clients in hospitality, entertainment, finance. Led a team of designers and developers through the process of UX design and development.

Selected Projects

RedVolution | Finalist at Ideas2Serve hosted by Scheller College of Business, GeorgiaTech
Created a well-researched web platform, providing adolescent girls a safe and moderated space to obtain knowledge about menstruation, share their concerns, and gain a support system.

Tracing Eyes & Hearts | Presented at 4S conference, Boston 2017
Researched and designed an interactive art installation that uses non-intrusive sensors to visualize and explore emotional and physiological responses to human stories.

Education

Georgia Inst of Technology
Aug 2016 – May 2018 | Atlanta, GA
MS Human-Computer Interaction

Manipal Inst of Technology
Aug 2009 – May 2013 | India
BE Computer Science Engineering

Skills

Research:
Interviews and Surveys
Focus Groups
Task Analyses
Usability Testing (In-person and Remote)
A/B Testing
Heuristic Evaluation
Ethnography

Design:
Storyboarding
Personas
Scenarios
Wireframing
Prototyping
Visual Design

Tools:
Sketch
Adobe Photoshop
Adobe Illustrator
Adobe InDesign
InVision
Axure
FramerJS (basics)
Raspberry Pi (basics)
HTML/CSS/JS
UserTesting
CHARLES MASSIMO DENTON

charlieden@gmail.com    404-697-8596

EDUCATION

Georgia Institute of Technology
M.S. in Digital Media (Candidate)

St. John’s College, Annapolis, MD
B.A. in Liberal Arts, received May 14, 2017
All undergraduates study the Great Books curriculum, which includes four years of literature and philosophy, four years of language tutorial covering three years of foreign language study (three semesters of Greek, three semesters of French, two semesters of English prose and poetry), three years of laboratory science (biology, physics, and chemistry), four years of mathematics, and two years of music.

EMPLOYMENT

Senior Food Blogger
Café Bon Appétit, St. John’s College, 2016-2017
Collaborated with Executive Chef Michael Cleary to research, develop, and adapt recipes (Michael.Cleary@cafebonappetit.com)
Wrote and posted columns: http://gastrokitty.blogspot.com

Graduate Research Assistant
Michael Nitsche, Ivan Allen College, 2017-Current
Selected via application for two semesters to research Performance Studies and design pedagogical tools to improve digital media and interaction design through performance practices

SKILLS

Writing: essays, scripts, short stories, social media posts

Video Editing: short subjects

Making: craft, costume, leatherwork, woodworking, cold forging, and jewelry

Programming: javascript, php, html
PROJECTS

“Play The Game”: Language as Activity in Ludwig Wittgenstein’s *Philosophical Investigations*

Skelequest (2017)
Text-based RPG designed on EarSketch for Brian Magerko’s 1st year Digital Media course

Trespass (2017)
VR stealth experience constructed to research different methods of motivating enactment in room-scale scenarios using “impossible spaces”

LEADERSHIP

*Head Instructor*
St. John’s College Annapolis Historical European Martial Arts Club, 2016-2017
Selected via club law for two-semester instructorship.
Lead practice, managed accounts
Built and maintained club gear
Scheduled professional training for members

*Art Director and Level Designer, Trespass*
Janet Murray’s project studio
Designed level blueprints and storyboard for interaction
Moderated discussions and directed aesthetic choices

ARTS EXPERIENCE

*Actor and Co-Writer* for 48-Hour Film Project coordinated by Galloway students, April 2012

*Co-Writer and Properties Master* for 48-Hour Film Project coordinated by Grady High School Drama Department, April 2013

*Artist* works currently in the private collections of various Atlanta and Annapolis residents, and the Atlanta Bureau of Cultural Affairs

*Writer and UX Designer* for Trespass

HONORS AND RECOGNITIONS

Member, Properties and Costume Master, *The Quest* (48-Hour Film Entry), awarded "Best Costumes" and nominated for the "Audience Choice Award," April 2013
Rich Down

"Helping humans and technology interact since 1980"

EXPERIENCE

WorldWide Wireless Inc., Atlanta GA — CEO
1994 - 2011
Providing engineering consultants to US wireless network operators and infrastructure providers. Recruited staff from 22 different countries using H1-Bs. Designed applicant tracking system utilizing WAP (Wireless Application Protocol) in the days before smartphones.

iBis Telecom, San Diego CA — Co-Founder, EVP Business Dev.
Oct 2002 to Dec 2003 (part-time)
Co-Founder and co-inventor of the company’s core technology, the “Internet base station” USPTO Number 7,117,015. The patent is integral to location-based services, and is referenced in 35 Apple patents, as well as patents for Sprint, NTT, AT&T, Fujitsu, and Yahoo. The patent is currently owned by Intel Corp.

littlefeet, Inc., Poway CA — Co-Founder, Board Member
1998 to 2002 (part-time)
Responsible for proof of concept marketing to wireless carriers, recruiting VP-level staff and key engineering personnel, sales to domestic network operators for this VC-funded start-up in the wireless infrastructure business. Secured $6M in first-round funding, and $3M investment and $5M order from Nextel Corporation for the 2nd round.

Innovative Career Services, Atlanta GA — President
May 1986 to Dec 1983
Technical and executive recruiting for companies in the nuclear power, process automation, medical billing, aerospace, and defense electronics industry. In-house, contingency, and retained recruiting.

Rockwell International - MSD, Duluth GA — Recruiter
Sep 1984 to May 1986
Rockwell International - Missile Systems Division built missiles and guided bombs for the Department of Defense. Recruited engineers, program managers, and electronics production staff. Averaged 10 exempt and 30 non-exempt hires per month.

SKILLS

Product Design & Development
Business Process Re-engineering.
Business Development
Sales, Marketing
International Recruiting
Visa administration
Teaching, Training & Development

OTHER

Inventor, “Internet base station” USPTO Number 7,117,015 now owned by Intel Corp.
Previous DOD Secret Clearance

TRAINING

Speakeasy, Inc.
Vermont TAP – Teacher Apprenticeship Program (1000 hours)
Tutoring Center, Inc. Test Prep Training
Rich Down, p. 2

Lockheed – Georgia Co., Marietta GA — HR Specialist
Oct 1979 to Sep 1984
DOD contractor Lockheed built C-130s, C-141Bs, and composite parts for the B-1 at their Marietta facility. HR duties included generalist, labor relations, labor arbitration, internal staffing, and developing skills training plans for the anticipated 10,000 additional employees needed for the C-5B Request For Proposal. HR liaison to IT department for massive employee records automation project for 33,000 current and past bargaining unit employees.

Richard Down Prof. Services, Atlanta GA — Math & Test Prep Tutor
MAY 2014 - Present
Tutoring and teaching classes for mathematics, and ASVAB, ACT, SAT, and GRE test prep.

Public School Teaching, Vermont and Georgia — Math Teacher
Jan 2006 - May 2014
Middle-school and high-school mathematics instructor.

EDUCATION

Georgia Institute of Technology, Atlanta GA — MS HCI Program
Aug 2017 - Present

New York State School of Industrial and Labor Relations at Cornell University, Ithaca NY — B.S. ILR
1979
Organizational behavior and development, labor history
EDUCATION

Georgia Institute of Technology - Atlanta, GA
M.S. Digital Media, GPA 3.88 Aug 2016 - May 2018
B.S. Computational Media, GPA 3.70 Aug 2012 - July 2016

EXPERIENCE

The Home Depot - Atlanta, GA
User Experience Intern June - Aug 2017
— Designed a dashboard for senior managers to view and analyze contact center data, trending issues, and transcripts.
— Facilitated design studios, critiques, and weekly retros. Participated in problem identification exercises, team building, hypothesis creation, and feature brainstorming.
— Conducted user research in multiple business areas, including contextual inquiry and interviews. Collaboratively synthesized findings with team afterwards.
— Validated product designs with usability testing, utilizing paper and interactive Sketch / Invision prototypes.

ADP - Alpharetta, GA
UX Design & Development Intern May - Aug 2015
— Designed several iterations of a fully-responsive mobile first direct deposit web application, adjusting interface layout, component placement, and user flow.
— Implemented the above-mentioned designs using HTML, AngularJS, Sass, and Javascript.

PROJECTS

Civil Rights Museum Exhibition Oct - Dec 2017
— Collaboratively designed an museum exhibit about women of the civil rights movement. Final artifacts included an introduction, poster series, interactive prompt, and digital timeline artifact.

— Designed an app for beginner herbal medicine makers, based on ethnographic research. Observed and participated in the practice, interviewed herbalists, and tested an interactive InVision prototype.

Green Guide Copenhagen Jan - May 2016
— Designed a context-aware app to facilitate Copenhagen becoming a carbon-neutral city via supporting green businesses. Studied culture of the city, designed script for street interviews, tested interactive InVision prototype with two potential users.

DESIGN SKILLS

Personas
Affinity Mapping
Contextual Inquiry
Heuristic Evaluation
Rapid Prototyping
Usability Testing
Communication

DESIGN TOOLS

Sketch
Illustrator
Axure
AfterEffects
InVision
Photoshop
Balsamiq
Unity

PROGRAMMING

HTML / CSS
Bootstrap
Javascript
Java
Python
Arduino
Ruturaj Eksambekar
Seeking UX/Product Design Internship for Summer 2018

SKILL SET
UX DESIGN
- Brainstorming
- Personas
- Storyboarding
- Wireframing
- Prototyping

UX RESEARCH
- Competitive Analysis
- Contextual Inquiry
- Interviews
- Affinity Mapping
- Card Sorting
- Cognitive Walkthrough
- Heuristic Evaluation
- Usability testing

TOOLS
- Sketch
- Adobe Illustrator
- Adobe Photoshop
- Adobe XD
- Balsamiq
- Justinmind
- Invision

PROGRAMMING
- AngularJS
- JavaScript
- HTML
- CSS
- Java
- Arduino

EDUCATION
- Georgia Institute of Technology | Atlanta
  Masters in Human Computer Interaction (HCI)  AUG 2017 - MAY 2019 (EXPECTED)
- Maharashtra Institute of Technology | India
  B.E in Computer Engineering  AUG 2012 - JUN 2016

EXPERIENCE
- Georgia Institute of Technology | Graduate Research Assistant  AUG 2017 - CURRENT
  Leading the redesign and development of various data visualizations in the Communities Who Know (CWK) Data dashboard aimed to improve the usability and to create a scalable and shippable application which can be replicated at multiple cities in the US.

- Clairvoyant India Pvt Ltd | Software Engineer  AUG 2016 - JUN 2017
  Worked as a Full-Stack developer on an Enterprise project delivered to a major health insurance company based in the US. Java based project using Spring Boot, Kafka, Spock, Mongodb and Angular2 delivered following Agile Development methodology.

- San Telequip Pvt Ltd | Project Intern  AUG 2015 - JUN 2016
  Designed and Developed a Migratory Bird Tracking System using RF and Android mobile base stations aimed at enabling bird enthusiasts to contribute to ornithological research.

SELECTED PROJECTS
- CinemAll | UX Designer & Researcher  AUG 2017 - DEC 2017
  Designed a mobile application to improve the in-theater movie experience for the visually impaired guests who currently need theater provided descriptive video devices while watching movies.

- Bravos | UX Designer & UX Researcher  AUG 2017 - DEC 2017
  Devised a digital solution that channels the advantages of online shopping into an in-store experience to create a more inclusive experience for non-traditional customers at Victoria’s Secret stores.

- Automobile Driver Profiling | Researcher & Designer  MAY 2016 - JUL 2016
  Designed a multi-modal feedback system in an in-car system comprising driver profiling and Affective Computing which infers emotions from actions to enable safe driving. Published a research paper which was presented at an IEEE conference.
Heydn Ericson  
Website: heydn.design // heydn@gatech.edu

Education

Georgia Institute of Technology, College of Design, Atlanta, GA, August 2015 – Present  
* Master of Industrial Design, Class of 2018  
* Extracurricular Activities: EPA P3 Grant Proposal, Phasic Water Usage Feedback Device; Interactive Art Installation at ACM CHI and ISWC/UbiComp, “The Light Orchard”; Atlanta Service Jam; HP-Intel Design Challenge, Life in Space; Delta Galley Redesign Project; Moog Hackathon  
* Graduate Teaching Assistant: Interactive Environments, Professor Hunter Spence, August 2017–Present; History of Art II and Industrial Design History, Dr. Joyce Medina, June 2016 – Present  
* Graduate Research Assistant: Sustainability/LCA curriculum development, Dr. Cassandra Telenko, May – June 2016

Guilford College, Greensboro, NC, August 2005 – May 2009  
* Political Science (B.S.) and Criminal Justice (B.S.), Japanese Language and Society minor

Related Experience

University of Texas at Austin School of Architecture, Public Interest Design, May – July 2012  
* Graduate course that studied the public interest design movement, with lectures from Bryan Bell of Public Interest Design Institute and Design Corps, David Perkes of Gulf Coast Community Design Studio, and John Peterson of Public Architecture, among others  
* Helped develop a public interest design project to use reclaimed water to irrigate a public park  
* Selected for Public Design Externship, researched San Francisco Conservatory of Music and co-authored 14-page case study on design intent versus design reception

Skills

Sustainable design, life cycle assessments, service design, fast learner, research, writing, blogging, social media, leadership, collaborative, public speaking, event planning/management, customer service, government experience, branding, user experience, ideation sketching, storyboarding, rapid prototyping, vacuum forming, laser cutting, Windows, Mac OS, Wacom Cintiq, SolidWorks, Fusion 360, Keyshot, InDesign, Photoshop, Illustrator, After Effects, Premiere, Microsoft Office

Awards and Recognition

* Georgia Tech ID Chairman's Awards: Silver for “Hitch” and Gold for “Game of Light,” May 2017  
* Best in Show, Open Studio, Graduate Studio, Georgia Tech, May 2016  
* Academic Honors for Criminal Justice, Traditional Student Recipient, Guilford College, 2009  
* Who's Who Among Students in American Colleges and Universities, 2008 – 2009  
* Guilford College Dean's List, 2005 – 2009  
* Eagle Scout Award, BSA Troop 221, Spring, 2003

Professional Experience

Technician, Goodwill Computer Works, Austin, TX, November 2010 – May 2015  
* Sorted, recycled, tested, benchmarked, refurbished, troubleshooted, and priced donated computers and misc. parts  
* Helped conduct and oversee computer disassembly by volunteers and those performing community service restitution
* Helped Goodwill Computer Museum (now closed) restore historic machines
* Began as volunteer, gave over 1,000 hours before beginning employment in 2014

**Staff, Office of Sustainability (OoS), City of Austin.** Austin, October 2011 – May 2012
* Collaborated with colleagues to develop Austin Green Business Leaders (AGBL), a program that accredits business operations as being sustainable
* Worked extensively with MS Office, creating and maintaining the database for OoS to track AGBL participants
* Helped create AGBL scorecard and wrote largely for “Help” section, wherein OoS provided rationale, strategy, required documentation, and additional resources for each scorecard action (92 actions in total)
* Conducted several site visits to verify the accuracy of submitted scorecard

**Intern, Nashville Civic Design Center (NCDC).** Nashville, TN, August 2009 – July 2010
* Attended various conferences and events relating to planning, design, environmental sustainability, and healthy communities
* Researched and wrote for the Downtown Nashville Walking Tour
* Authored NCDC Urban Design Project arguing for the construction of two new downtown public schools
* Several exhibit preparations

**Staff, Piedmont-Triad Council of Governments.** Greensboro, January – June 2009
* Worked in the Rural Development Office, writing and conducting general research
* Studied the 2008 Economic Stimulus House and Senate bills, finding relevant grant opportunities for NC
* Conducted a rail study in Randolph County

**Volunteer Experience**

**Volunteer Boss and Speaker, Nerd Nite Austin,** January 2012 – June 2015
* Coordinated extra volunteers when needed
* Helped coordinate musical performers for intermission
* Organized and ran merchandise table
* Presented at Nerd Nite and spoke on its behalf at another edutainment event in Austin
* Conducted background research for NN Austin’s public library advocacy campaign

**Program Specialist, Austin Free-Net,** November 2010 – July 2011
* Taught a variety of computer-related skills at free computer clinics for the community

**Programming Manager and DJ, Guilford College Radio Station (WQFS),** July 2008 – June 2009
* Second in command of the station, maintained and supervised station schedule, personnel information, transmitter logs, WQFS wiki and WQFS email account
* First Programming Manager to chronologically order and centralize all transmitter logs since 2001
* Helped secure ~$40,000 for station upgrades from Guilford College Community Senate

**Assistant to the Convention Chairman, "Fire Fighter," and “Veteran Director,” Middle Tennessee Anime Convention (MTAC),** Nashville, January 2006 – May 2014
* MTAC had ~10,000 attendees in 2013
* Kept track of Chairman’s schedule and tasks, attended/led in relevant staff and volunteer meetings
* Staffed conventions in Ohio, Georgia, and Maryland
* Promoted MTAC at other conventions and events
CAREER SUMMARY

- Over ten years experience with prominent international brands in design offices in the UK, Germany, China and the US.
- Consistently and effectively applied design, business, and marketing skills to a variety of projects across real-world and digital mediums.
- Proven ability to take ownership of high-profile projects seeing them to completion through internal obstacles and unexpected crisis.

PROFESSIONAL EXPERIENCE

Director, Experience Design | InReality, Atlanta, USA | September 2017 - Present

- Established data-driven UX focused design processes and workflows to strengthen service and product offerings across the business.

Experience Designer | InReality, Atlanta, USA | August 2016 - August 2017

- Partnered with designers and software developers to uncover end-user needs through focused research to surpass client expectations.

Freelance Designer | James Field Design, Atlanta, USA | May 2015 - July 2016

- Quickly established a successful brand and experience design business by providing an efficient, reliable and responsive partner service.

Graphic Designer | Adidas, Herzogenaurach, Germany | January 2013 - April 2015

- Designed and managed the creation of trend-driven apparel graphics requiring close alignment with ever-changing customer demands.

Freelance Designer | Manchester, England | August 2011 - December 2012

- Provided a comprehensive range of professional graphic services to various brands covering print, promotional and digital design needs.

Graphic Design and Business Development | The Binary Box, Stockport, England | January 2010 - July 2011

- Created and applied company visual identity across product, packaging, and associated marketing materials and online retail platforms.


- Advanced through intern and junior positions to full designer, developing ability to convert project goals into on-trend product outcomes.

EDUCATION

MS / Human Computer Interaction
Georgia Institute of Technology, USA / Expected May 2018

Postgraduate Certificate / Enterprise
The University of Manchester, UK / 2009 - 2010

BA (Honors) / Industrial Design & Technology
Loughborough University, UK / 2003 - 2007

ADDITIONAL INFORMATION

- Advanced user of Adobe Illustrator, Photoshop, and InDesign
- Proficient user of Adobe XD, InVision, Axure, and Sketch
- Confident in ideation, concepcting and facilitation techniques
- Lead organizer and mentor, Atlanta Service Jam (2016 & 2017)
- Graphic designer, Adidas x Selena Gomez collaborations (2015)
- Art director, fastest selling tee in Adidas NEO history (2014)
- Winner, UK Dept. of Trade & Industry business comp. (2013)
- Awarded EU scholarship, entrepreneurial development (2010)
Gayatri Gaekwad
UX Designer
Seeking full-time design roles
starting June’18

Masters Digital Media,
Georgia Institute of Technology
May 2018 / Atlanta, GA
GPA 4.0

BFA in Graphic Design,
Massachusetts College of Art & Design
May 2012 / Boston, MA

SKILLS
High proficiency in Rapid sketching, Storyboarding, Wire-framing, Prototyping & Visual Branding. General proficiency in user research & user testing.

TOOLS
Advance knowledge of Sketch, Invision, ProtoPie, Adobe Creative Suite, Balsamiq, Axure. Basic skills in HTML, CSS & JS

RECOGNITION
Winner of Seattle Interactive 2017: VML Design Challenge

Startup funded at Accelerator 2016: Alterbeat.com selected for Southeast Asia's largest accelerator program initiated by the Govt. of Malaysia

Winner Circuit Design Competition 2016: Third place in competition by Instructables.com for SunCalc: A Sun light Calculator for Plants

Dean's Leadership Award 2008 at School of the Art Institute of Chicago

LEADERSHIP
Resident Assistant, MassArt
Sept 2010 – Sept 2011

Elected Representative, SGA
May 2011 – May 2012

WORK EXPERIENCE

Design Intern at Mailchimp
May - Aug 2017 / Atlanta, GA
Thought through complex concepts for implementation of a new “Brand Asset Management” feature for e-campaign editor. Translated ideas into multiple workflows using Sketch, incorporated iterations based on feedback and collaboration. Delivered final design solution as medium-fidelity mock-up in In-vision along with a detailed design document.

Designer at Georgia Tech
Aug 2016 - Present / Atlanta, GA
Design & managed web/print content for the Liberal Arts college of Georgia Tech. Navigated student groups, development teams to gather information and content for projects.

Co-Founder of Alterbeat.com
Sept’15 - Jan’16 / Delhi, India
Conceptualized, built and launched India’s first online marketplace for creative job opportunities. Alterbeat has received seed funding from the MIT Sandbox Innovation Fund & was selected as one of top 50 start-ups chosen out of 560 applications from 30 countries for Southeast Asia’s largest accelerator program in Cyberjaya, Malaysia – a fully-funded, four month program initiated by the Govt. of Malaysia and the Malaysian Global Innovation & Creativity Centre.

Designer at Godrej Group Ltd.
Sept’13 – Sept’15 / Mumbai, India

Interaction Design Intern at Angiogenesis.org
Jan – May’13 / Cambridge, MA
Collaborated with Physicians and Web developers to designed web experiences for angio.org and eattodeafeatcancer.org. Delivered user centric designs for content aimed at families and patients seeking angiogenesis based cancer treatment.

Visual Design Intern at The Motiv
May - Dec’12 / Cambridge, MA
Brainstormed and collaborated on fast-paced design teams to launch campaigns for Bloomingdales & Keurig.

RELEVANT PROJECTS

Pill Tracker - UX Design & Prototyping; Mailchimp - Design strategy & Wireframes; Sunlight Calculator - Physical Prototyping, Programming
Meghan Galanif
Seeking UX / HCI Internship for Summer ‘18

INDUSTRY EXPERIENCE

New England Survey Systems: Designer, Senior Clinical Programmer, Brookline, MA — August ‘12 – March ‘16
Lead designer and project coordinator for NEForm, an innovative mobile application for data capture in research and clinical settings.

- Created sketches, mockups and low and high fidelity prototypes of user interfaces according to client specifications.
- Designed and held end-user feedback sessions.
- Managed lifecycle of projects from the drawing board to deployment and lead team of five designers.
- Used iterative development process to respond to feedback from clients and end-users.
- Wrote and produced how-to manuals and instructional videos for various user groups.
- Served as the link between users in the field and development team; collaborated with engineering team to develop new tools.
- Designed data management and visualization website portal.
- Evolved in-house design system to solve clients’ problems and increase usability and productivity.

EDUCATION

Georgia Institute of Technology: Masters in Human Computer Interaction – Interactive Computing, Atlanta, GA — May ‘19 exp.

- Currently working on an interactive data visualization tool using D3 for exploring immunization rates from all 50 states since 1995.

University of Massachusetts Boston: Bachelor of Science in Mathematics, Boston, MA — May ‘12, Cum Laude

MITx
MITx – 6.00.1x Intro to Computer Science and Programming Using Python & 6.00.2x Intro to Computational Thinking and Data Science Completed both courses with >95% final grade— Aug ‘16

Atlanta, Georgia
Megalanif [at] gmail.com
Portfolio:
www.meghangalanif.com

UX RESEARCH

Research Interviews
Survey Design
Usability Benchmarking
Study Design
Wireframing
Storyboarding
Rapid Prototyping
Affinity Diagrams
Contextual Inquiry
Task Analysis

UX DESIGN & PROTOTYPE

Adobe Illustrator
Sketch
Balsamiq
Invision
Axure

SKILLS

Presenting
Collaboration
Team Leadership
Mathematical Logic
Visual Design

INTERESTS

Information Visualization
Product Design
User Experience

EXTRA

Founder of AguVivi Organic Baby a company started in March, 2017 dedicated to bringing awareness to the benefits of organic cotton and purchase options for organic cotton goods for babies.
www.aguvivi.com
EDUCATION

Georgia Institute of Technology
M.S. in Digital Media
2016 — 2018
• Focus on UX design and activism

SUNY Geneseo
B.A. in Communication & Sociology
2012 — 2016 (Magna Cum Laude)
• Focus on journalism and media

SKILLS

Design
Sketching
Mood Boards
Storyboarding
Personas
Scenarios
Journey Mapping
Wireframing
Prototyping

Research
Contextual Inquiry
Heuristic Evaluation
Ethnographic Research
Interviewing
Usability Testing

Tools
Sketch
InVision
UXPin
ProtoPie
Adobe XD
Axure RP
Balsamiq
Photoshop
Illustrator
InDesign
Premiere Pro
After Effects
Final Cut Pro X
Fusion 360
HTML
CSS
JavaScript

EXPERIENCE

Georgia Tech Women, Science, and Technology (WST), Atlanta, GA
Graduate Partner & Content Strategist, August 2016 — Present
• Develop and implement social media strategy (Facebook, Twitter, Instagram) for living learning community focused on women in STEM.
• Design posters and graphics to publicize events and information.

Cortina Productions, McLean, VA
Interactive Design Intern, June 2017 — August 2017
• Designed detailed wireframes and interactive prototypes for museum interactivity, ranging from augmented reality to touch screens.
• Collaborated with Production, Programming, and Design to ideate and design for educational and accessible experiences.

Asian American Millennials Unite (AAMUnite), Boston, MA-based
Social Media Manager, February 2016 — November 2016
• Collaborated with a national team to create photo/video campaigns promoting civic engagement among Asian American youth.
• Led a team of three to plan, craft, and carry out social media posts for Twitter, Facebook, and Instagram, reaching over 1,000 people a week.

PROJECTS

Ghosts of Media Past Augmented Reality Game
Co-Designer & UX Designer, August 2017
• Co-led a team of six designers to create wireframes and to develop the UI of the ghost-themed augmented reality game.
• Conducted usability testing with 10 users and implemented changes to improve the user experience of the game.

Sweet Auburn Story Collective
Co-Designer & Co-Researcher, May 2017
• Researched the Sweet Auburn historic district, focusing on the civil rights movement, social justice, and technology.
• Designed printed cards that feature stories of Sweet Auburn-based African-American musicians, businesses, food, and religion.

MindBlown: A Learning App for Glassblowing
UX Designer, December 2016
• Conducted ethnographic research on glassblowing by participating in a glassblowing class and interviewing instructors.
• Wireframed and prototyped an app focused on learning glassblowing.

HONORS/AWARDS

Phi Beta Kappa
Campus Compact Newman Civic Fellow 2015-2016
SUNY Geneseo Building Community Award 2016
**EDUCATION**

**M.S. Human-Computer Interaction**
Georgia Institute of Technology
Aug 2017 - May 2019 (expected), Atlanta

**B.A. Advertising**
B.E. Industrial Design
Zhejiang University
Sept 2013 - July 2017, Hangzhou, China

**SKILLS**

User research  
Persona creation  
Storyboarding  
Wireframing  
Prototyping  
Usability Testing  
Graphic design  
3D modeling  
Video creation  
Strategic planning  
Competitive analysis

**TOOLS**

Adobe Creative Suite  
Sketch  
Flinco  
Principle  
Axure  
Framer.js  
Arduino  
Processing  
HTML/CSS

**AWARDS**

National Scholarships, 2014-2016
Awarding to top 2% students, China

Bronze Award of Strategy, National Advertising Contest of College Students, July 2016
Zhejiang, China

Temasek Leadership Enrichment and Regional Networking Scholarship, Dec 2015
Awarding to exchange students, Singapore

**PROJECTS**

**UX designer / researcher**, Redesign purchasing experience at Starbucks  
Sept 2017 - Dec 2017, Georgia Tech, Atlanta, GA

- Conducted two rounds of user research by observation, surveys and interviews
- Designed and prototyped a digital interface for faster and accurate purchase
- Led usability testings, data analysis and design iterations

**UX researcher / designer**, Accessible Weather App & Data Sonification Sandbox  
Sept 2017 - Dec 2017, Sonification Lab, Georgia Tech, Atlanta, GA

- Conducted usability tests for the mobile app with accessibility experts
- Optimized the UX/UI design of current web Sonification Sandbox

**UX designer**, Real-time inventory tracking system in restaurants  
Sept 2017 - Dec 2017, Georgia Tech, Atlanta, GA

- Defined problems by remote and onsite interviews with people in restaurant industry
- Designed and prototyped the smart inventory tracking system with audio input

**Product designer**, Digitalized bamboo-weaving experience in museums  
Oct 2016 - May 2017, Zhejiang University, Hangzhou, China

- Re-designed user experience in the museum of bamboo-weaving crafts
- Prototyped a bare-hand interactive platform by Processing and Leap motion

**OTHER INTERESTS**

Cycling / Movies / Theatre dramas / Painting / Photography
I am a passionate student looking to utilize empathy and creativity for understanding and insight driven design.

EDUCATION

Master’s in Human-Computer Interaction
Georgia Institute of Technology | 2017 - 2019

Bachelor of Arts, Psychology
The Ohio State University | 2010-2014

EXPERIENCE

Ubiquitous Computing Research Assistant
Georgia Tech | Jan 2018 – Present
- User testing for the Trusted Stranger Network: a social network to provide advice and answer questions for individuals with autism

Clinical Research Assistant
The Ohio State University | Jul 2016 – Jun 2017
- Curriculum creation, data collection, and optimizing accessibility for an online learning system for special needs students

Teacher and Admin. for Special Populations
Chillicothe City School District | Sep 2014 – Jun 2017
- Alternative school administrator and instructor for students with behavior or emotional disorders
- Teaching aide for students with autism

Comparative Psychology Research Assistant
The Ohio State University | May 2014 – Sep 2014
- Animal Behavior research with primatologist Dr. Boysen

CONTACT

740-701-3344
ethan-graves.com
egraves30@gatech.edu

SKILLS

Research
- A/B Testing
- Cognitive Walkthroughs
- Contextual Inquiries
- Interviews and Surveys
- Task Analysis

Design
- Information Visualization
- Personas
- Physical Prototyping
- Storyboarding
- Wireframing

Tools
- Adobe Creative Suite
- Adobe XD
- After Effects
- InDesign
- Photoshop
- Axure
- Invision
- Omnigraffle
- Sketch

EXPERTISE

- Comparative Psychology Research Assistant
- Teacher and Admin. for Special Populations
- Clinical Research Assistant
- Ubiquitous Computing Research Assistant
- Comparative Psychology Research Assistant
Hi! I’m Akansha Gupta

I am a User Experience Designer with 3 years of work experience and am looking for a full-time design role starting June 2018

Portfolio: akanshagupta.com

WORK EXPERIENCE

Graduate Research Assistant IPAT, Georgia Tech
2017 · Atlanta, USA
Designed a project management software for Georgia Department of Transportation, and an interactive data visualization tool to showcase building occupancy data for Georgia Tech campus. Led brainstorming sessions using paper wireframes with stakeholders to define product features and flows. Iteratively improved the designs through testing.

UX Designer Avanti Learning Centers
2015-2016 · India
Improved the design of the internal content management and learning management applications. Communicated with and gathered feedback from developers, managers, and users throughout the process. Assisted in front-end development.

UX Designer HackerEarth
2013-2014 · India
Designed a developer recruitment application and an online resume tool for developers. Conceptualised, evolved, and iterated the designs collaboratively with the startup founders. The new design helped launch the flagship product live and gain new customers.

UI Designer Design For Use
2012-2013 · India
Created visual mockups, design specs, and style guides for multiple web and mobile projects for clients in e-commerce, finance, healthcare, enterprise. Notable clients include WholeFoods and HP. Worked closely with design peers and directors.

VOLUNTEERING

Design Mentor Microsoft Accelerator
2014 · India

Lead Organizer Startup Weekend
2014 · India

EDUCATION

M.S. Human-Computer Interaction
Georgia Institute of Technology
2016 - 2018 · Atlanta, USA

B.Tech. Civil Engineering
Indian Institute of Technology
2008 - 2012 · Delhi, India

SKILLS

Rapid wireframing on paper
Information architecture
Flows
Interactive prototypes
Visual mockups
User interviews
Comparative analysis
Card sorting
User surveys
Think-aloud testing

TOOLS

Sketch
InVision
Principle
Axure
HTML + CSS
Javascript
Photoshop
Illustrator
InDesign

https://www.linkedin.com/in/guptaakansha      akanshagupta@gatech.edu       +1-(404)-429-0766
James Hallam
PhD Student – Design Research, MS-HCI Student, Instructor – Interaction Design
Curriculum Vitae (abbreviated)

james@jameshallam.com
www.jameshallam.com

Education
- Georgia Institute of Technology
  Industrial Design Graduate/PhD Studies, 2012 — present
  MS-HCI Studies, 2017 — present
- Emily Carr Institute of Art & Design
  BDes, Industrial Design, 2009 — 2011
- Ontario College of Art and Design
  Industrial Design, 2006 — 2009 (transferred to Emily Carr)
- University of Victoria
  BFA, Theatre – Directing, 1995 — 1999

Publications (selected)


Honours and Awards (selected)

- Chair Award, PhD Program – School of Industrial Design, 2017
- Design Exhibition Jury Award – Technical, ISWC 2014
- Georgia Tech Research & Innovation Conference Fellowship, 2014
- Design Exhibition Jury Award – Technical, ISWC 2013
- Finalist, SIGCHI Student Design Competition, 2011
- OCAD Scholarships & Prizes, OCAD, 2007-2009

Professional Experience (selected from 2007-2017)

Instructor & Research Assistant – Georgia Institute of Technology
Atlanta, GA. August 2012 – present.
- Instructor for Intro to Interactive Products class - class for designers, HCl, and engineers
- Curricular focus on interactive prototyping, wearables, user experience, design research, design process, visual communication and storytelling
- Managed Interactive Product Design Lab and research group

Research Coordinator – Georgia Institute of Technology
Atlanta, GA. May – August 2017.
- Led research development for the School of Industrial Design
- Consulted for NCR and Chick-fil-a, helped develop NCR EV research project

PhD Intern, Venture Program – Intel Corporation
- Consulted on topics related to wearable tech and healthcare
- Worked with a team as part of the Venture leadership development program
- Provided research consultation on UNYQ scoliosis brace project

Senior Design Strategist – THINK Interactive
Atlanta, GA. June 2013 – August 2015.
- Worked as product lead and strategy lead on client projects
- Co-developed Interactive Products workshop series, Service Design consulting offer
- Clients include: Coca-Cola, Orkin, Adva, Heinz History Center, Edward Andrews Homes

Design Consultant – Powertech Labs
- Design consultant to the Electric Vehicle program, designed charging infrastructure
- Provided design research, installation design, communications design, illustration services
- Worked on business development, including client management and proposal writing

Web Coordinator – University of Toronto
- Managed web team at Faculty of Information, built new community website with Drupal
- Responsible for strategy, project management, information architecture, branding
Kristin Hare  
UX Designer  
seeking full-time employment

PROFESSIONAL SUMMARY
User Experience Designer skilled in iterative design processes, problem solving, functional aesthetics & user research. Competencies proven leading multidisciplinary teams of designers, engineers, salespeople & business partners to drive product strategy of customer-focused products.

EXPERIENCE
The Home Depot, OrangeWorks Innovation Center | Atlanta, GA  
User Experience Intern | January 2018 - Present
Design the user interface for an augmented reality measuring system
• Brainstorm & design iterative features
• Conduct usability tests & user interviews

Inovar Health LLC | Atlanta, GA  
User Experience Designer & Researcher | September 2017 - Present
Develop exercise compatibility apps for a startup focusing on the senior and pre-diabetic workforce consumer markets to promote behavior change
• Created surveys & interview questions
• Interviewed HR & health department leads of Fortune 500 companies
• Led focus groups with seniors in community living centers
• Design minimum viable prototypes

Uber Technologies, Inc. | San Francisco, CA  
Product Design Intern | May 2017 - August 2017
Designed features of the driving app to keep drivers safer in global markets
• Conducted competitive market analysis & researched user needs
• Brainstormed & designed iterative product options
• Created functional prototypes to convey concept, motion, & interaction
• Led user testing of safety-related designs with drivers

Hitachi Power Tools | Braselton, GA  
Associate Product Manager | December 2015 - July 2016
Developed power tool accessories for Lowe’s & independent channels forecasted at $10,000,000 in annual retail sales
• Improved brand awareness & product perception through development of high quality products to fit users’ needs & budgets
• Analyzed online product reviews & provided solutions to improve end-user experience & brand loyalty
• Created sales presentations & presented products to sales teams & buyers

Plaid Enterprises | Norcross, GA  
Product Manager | August 2014 - November 2015
Associate Product Manager | June 2012 - August 2014
Developed more than 250 products resulting in retail sales over $2,000,000
• Tested product prototypes & documented user interaction & insights
• Researched design trends, studied competitive products & identified gaps in retail market to fulfill customers’ needs
• Analyzed sales data & provided direction to graphic designers based on branded design strategy
• Provided product specifications to domestic & overseas manufacturers
• Directed digital marketing & promotions for product launches

EDUCATION
Georgia Institute of Technology | Atlanta, GA  
M.S. Human-Computer Interaction, GPA: 4.0 | Expected May 2018

Georgia Institute of Technology | Atlanta, GA  
B.S. Industrial Design, GPA: 3.7 | Highest Honors, Spanish Minor, and International Plan Program | May 2012

SKILLS
Design
Wireframing, Sketching, Ideation, Task Analysis, Storyboarding, Service Design, Personas, Research Interviews, Usability Testing, Affinity Diagrams, Brainstorming

TOOLS
Sketch, Photoshop, Illustrator, InDesign, Axure, Basalmiq, InVision, Framer

PROGRAMMING LANGUAGES
Basic HTML, CSS, JavaScript, Python

AWARDS
Technology & Aging Summit | 2017
1st Place Team for design of a home alerting & notification system for forgetful adults

Technology & Aging Summit | 2016
1st Place Team for redesign of a prosthesis for dementia patients

Toyota Next Generation Mobility Challenge | 2016
2nd Place Team for ride-sharing system for elderly adults

LEADERSHIP
HCI Graduate Student Council | 2017 - 2018
Elected liaison between master’s students & faculty; plan & organize program events

Industrial Designers Society of America Outreach Program | 2012 - 2015
Mentored teams of high school & college students in an annual design challenge
Kristin Hare
UX Designer seeking full-time employment

RefugeTech | Net Impact Racial Equity Fellowship, Georgia Institute of Technology
UX Designer & Researcher | October 2017 - Present
• Interviewed refugees & stakeholders in Clarkston, Georgia, to understand information and physical needs
• Conducted literature review and competitive product analysis
• Designed an app to facilitate the first few months of life in the United States
• Working on design iterations to conduct user testing & interviews

Ambient Alerting Master's Project | Georgia Institute of Technology, Aware Home
UX Designer & Researcher | March 2017 - Present
• Survey & interview aging adults to determine household areas of needed alerts
• Direct participatory design session with older adults & encourage design thinking
• Build alert system using sound & light
• Test prototype with older adults & design iterations

Market Buddy | Georgia Institute of Technology, Personal Health Informatics
UX Designer | August 2017 - December 2017
• Conducted literature review to assess the needs of parents of obese children
• Created survey and interviewed users and a nutritionist to learn about challenges in child obesity
• Brainstormed, iterated, and tested concepts with users
• Built functional prototype

Seeing Like A Bike | Georgia Institute of Technology, Participatory Publics Lab
UX Designer | January 2017 - May 2017
• Designed & built sensors for a bicycle to use the Internet of Things to collect environmental data
• Developed a system to record data to inform the city of Atlanta about vital road improvements

Utility Consumption | Georgia Institute of Technology, GT Solar Home
UX Designer | February 2017 - April 2017
• Designed a mobile app to display water & energy consumption & promote reduced environmental impact for residents in an assisted living apartment complex

Exergames | Georgia Institute of Technology, Human Factors & Aging Lab
UX Designer & Researcher | January 2017 - April 2017
• Conducted user testing & interviewed aging adults to record how they learn gesture-based exercise video games
• Designed & built the instruction manual holder
EDUCATION

- **MS HUMAN COMPUTER INTERACTION**
  Georgia Tech | 09/16 - 05/18
  4.0 GPA, Digital Media Specialization.

- **BA COMMUNICATION & MEDIA PRODUCTION**
  Northeastern University | 09/11 - 05/16
  Honors with Distinction. Art & Design Minor.

RESEARCH PROJECTS

- **DISABILITY, FACEBOOK & CHATBOTS**
  Dr. Paul Baker | 09/17 - 05/18
  Examining the ways in which people with disabilities participate in online communities. Mined data is analyzed & converted into chatbots that provide insight & training for researchers, health workers, & designers.

- **STEAMPUMPT VR CONTROLLER**
  PEN Lab | 09/17 - 12/17
  A game that explores new VR interactions and universal threshold objects. Makes use of a specialized controller that combines a familiar motion with pressure sensitive pump to provide realtime feedback & a deeper immersive experience.

- **MASS SPATIAL GAMING ON CAMPUS**
  HCI 1st year project | 09/16 - 12/16
  Conducted ethnographic research, surveys, interviews & user testing that resulted in the creation of a physical kiosk capable of enhancing gameplay immersion for on campus mass spatial games.

EXPERIENCE

- **JR. DESIGNER**
  Rural Sourcing Inc. | 02/17 - 05/18
  Designer creating collateral for marketing, sales & recruitment teams. Rebranding company's print & digital collateral.

- **UX DESIGN INTERN**
  Sparks Grove | 05/17 - 07/17
  UX designer & team lead on Barco ClickShare digital demonstration client project. Delivered market and user research, & high fidelity prototype. Lead to a contract for full development of the site.

- **GRAPHIC DESIGN COOP**
  Dunnhumby | 07/15 - 06/16
  Prototyped & designed web pages & navigation for various offerings. Designed ebooks, ads, & infographics. Synthesized data insights into meaningful visualizations.

- **DESIGNER**
  Fresh Truck | 10/14 - 05/16
  Educated communities in food deserts about nutrition & preparation of fresh foods through various marketing materials, including social media & print designs.

- **ART DIRECTOR COOP**
  Bose Corporation | 07/14 - 12/14
  Edited videos that were shown on CBS Sports NFL Pregame. Designed ads, emails, product cartons & UI.

- **DIGITAL MEDIA COOP**
  Magazine Publishers Assoc. | 01/13 - 07/13
  Designed videos, graphics, promotions & reports for conferences. Provided technical support & ran the twitter account for events such as the National Magazine Awards.

SKILLS

**Design**
- Illustrator, Photoshop, InDesign, Sketch, Invision, Axure & Fusion360
- AfterEffects, PremierePro & ProTools

**Research**
- User Research, Usability Testing, Personas, Contextual Inquiry, Card Sorting, Heuristic Analysis

**Languages**
- HTML, CSS, JavaScript, Python, SQL
- Conversational French

**Awards**
- Ideas 2 Serve Finalist
- National Merit Scholar
- Civic Engagement Program
- Alpha Epsilon Phi Sorority
- Lamda Pi Eta Honors Society

**Volunteering**
- Dorm Improvement - City of Refuge
- Art Teacher - ABCD North End
- Retail Staff - Housing Works
- Teacher - Peace Through Play
- Maker - Puppet Showplace Theatre

**Interests**
- Drawing, camping, live music, travel & spicy foods
David Howard
Hardware Interface Designer
www.wrenchmade.com

Experience

Delta Airlines
Hardware Developer Intern | 2017
- Developed user centered prototypes for hardware solutions in the innovation department
- Performed research into competitive and usable technologies for the industry

GVU Prototyping Lab
Lab Manager | 2013 - present
- Leading the maintenance and running of the lab including the running of electronics, machining tools and 3D printing
- Assisting and teaching graduate computer science students the functions of lab equipment for research projects

Georgia Tech School of Industrial Design
Research Assistant | 2016 - 2017
- Performed user research for external clients as well as development of the Interactive Product Design Lab
- Assisted undergraduate design students with tools and resources in the lab

Sol Design Co
Development Intern | 2014 - 2015
- Responsible for front and backend wordpress development for nonprofits as well as established clients

Georgia Tech School of Interactive Computing
Research Assistant | 2012 - 2014
- Performed user studies and hardware development under Thad Starner in his Cognitive Computing Group

DramaTech Theatre
Master Electrician, Technical Services Council | 2012 - 2017
- Responsible for safety and maintenance of technical aspects of the theatre
- Created and implemented the special effects department including fog, fluids, and projection design
- Led and designed lighting plots for musical and traditional shows

Projects

Arduino Lighting Console Conversion | 2017
Sourced and built a shield, enclosure, and coding framework to allow an ETC lighting console to communicate to an arduino through DMX signal. Designed to allow those with a variety of backgrounds and skillsets to use.

LED Staff | 2015
Designed, built, and coded an acrylic quarter staff set with LEDs and an arduino to allow motion responsive lighting in a portable package

Education

Georgia Institute of Technology
M.S. Human Computer Interaction
May 2019
B.S. Industrial Design
May 2017

Skills

Digital Fabrication
Autodesk Fusion, Solidworks, CNC file building, 3d printer maintenance, laser cutting and engraving

Physical Prototyping
Woodworking, Soldering, SMD Soldering, oscilloscope

Programming
Java, Arduino, Processing, raspberry Pi, C, Javascript, php, HTML, Python, Android

Graphic Design
Photoshop, Illustrator, Indesign, Premiere, Invision, Adobe XD, KeyShot

Hobbies
soccer, ping pong
Wen Hua
Seeking a full-time UX designer position
www.wenhw.com | wenhua@gatech.edu | 470 439 7339

Education
Georgia Institute of Technology - M.S Industrial Design
Aug 2015 - May 2018
Nanjing University of Aeronautics and Astronautics - B.Eng Industrial Design
Sept 2011 - June 2015

Experience
Body Scan Lab - Graduate Research Assistant
Jan 2017 - Present, Atlanta
• Design and implement an algorithm to generate 3D eyewear model from given 3D head scan. Greatly improve opticians' workflow of providing eyewear customization service.
• Assist studio class to incorporate 3D scanning and 3D printing technologies in students' projects.

Electrolux - UX Designer
June 2016 - Dec 2016, Charlotte
• Led the design process of Electrolux's next generation oven user interface. Conducted preliminary research that contributed to group design workshop.
• Designed and prototyped Frigidaire's first fridge with interior light triggered by foot interaction which was launched onto the market in 2017 KBIS Show successfully.
• Identified Electrolux design language and further developed a web style guideline framework that was applied internally for cross-platform app design.

Georgia Tech - Teaching Assistant | Design for Repair
Apr 2017 - June 2017 Atlanta
Provided ideas, feedback, and solutions of students' class projects. Offered guidance of documentation and prototyping to improve final deliverable.

A.O.SMITH - Design Intern
Sept 2014 - Nov 2014, Nanjing
Maintained official website and official social media accounts.

CIIC Design - Industrial Design Intern
Nov 2013 - Sept 2014, Nanjing
Conducted user research, refined design concept and created prototype (3D Printing, Laser Cut) for clients including BYD and Zhongliang Group.

Projects
Manual Centrifuge
Feb 2016 - Mar 2016 Atlanta
Designed a manually operated centrifuge based off the common salad spinner for the international Center for Disease Control Lab. It has been piloted in Senegal and won 2017 Core 77 Open Design Award and Dubai Design Week Progress Prize.

Design
Sketch3, OmniGraffle, Axure, Framer; After Effects, Pixate, Fusion, Rhino, Grasshopper, Keyshot, Element 3D, Unity, Photoshop, Illustrator, InDesign

Development
HTML, QML, CSS, Python, Javascript, Processing, C++
SELECTED PROJECTS

- **“RIGHT OF WAY”**
  SAFETY PROJECTION SYSTEM FOR AUTONOMOUS VEHICLES

  Right of Way is an external projection system fitted onto future autonomous vehicles that translates the vehicle’s intentions, trajectory and status onto the street around it.

  User Research | Video Production | UI | VR | CAD

- **“FALCON SIGHT”**
  THERMAL CAMERA HELMET FOR EXTREME ATHLETES

  Turbulence can be deadly for athletes using wingsuits and paragliders. The Falcon Sight helmet concept uses sophisticated thermal cameras to visualize air currents, boosting performance and safety.

  UI | Body-scanning | Ergonomics | 3D Printing | CAD | Keyshot

- **“LUMINA”**
  PROJECTION MAPPING PUZZLE

  Strengthen spatial reasoning while having fun! Lumina uses 3D printed magnetic blocks that click into place. Decipher the form of 3D towers by examining their corresponding 2D “shadows”.

  UI | Game design | Projection mapping | 3D Printing

LEADERSHIP AND AWARDS

- **PRESIDENT | ’17 - ’18**
  INDUSTRIAL DESIGNERS SOCIETY OF AMERICA GEORGIA TECH CHAPTER

  Responsible for governing the school’s chapter of IDSA. Responsible for policy, treasury, event planning and professional outreach.

- **1ST PLACE DESIGN COMPETITION | ’16**
  AUTODESK SUSTAINABILITY DESIGN-A-THON

  Led a team of three in designing the “Hawdair Stove”. A modern stove that recycles heat from wood burning furnaces to use for cooking; allowing rural communities the luxury of a modern appliance while remaining off-grid.

  1ST IN AGE GROUP - MARATHON | ’17
  Fiery Gizzard Trail Marathon

SKILLS

- **GRAPHICS**
  Illustrator | Photoshop | InDesign | After Effects

- **UI**
  Sketch

- **CAD**
  Solidworks | Fusion 360 | Keyshot

- **LANGUAGES**
  English (Native) | Spanish (Fluent)

WORK

- **GA TECH COLLEGE OF DESIGN | ’17-'18**
  MACHINE AND 3D PRINT SHOP SUPERVISOR

  Responsible for operating and maintaining the College's rapid prototyping facility.

- **PURE FIX CYCLES | ’15-'16**
  BICYCLE DESIGN AND MANUFACTURE

  Part of the design team at a start up bicycle brand in LA. Managed inventory and sourcing from overseas suppliers.

- **U. OF VIRGINIA MED SCHOOL | ’13-'14**
  BIOMEDICAL RESEARCHER

  Studied the effects of immune response in the brain.

- **U. OF PITTSBURGH MED SCHOOL | ’12-'13**
  BIOMEDICAL RESEARCHER

  Developed a method of rapidly screening novel HIV drugs.

- **HARVARD UNIVERSITY | SUMMER ’10**
  PAID INTERNSHIP

  Bioinformatics genome research.

EDUCATION

- **GEORGIA INSTITUTE OF TECH | ’16 -’19**
  MASTER OF INDUSTRIAL DESIGN

- **UNIVERSITY OF VIRGINIA | ’09 - ’12**
  B.A. BIOLOGY

- **COLLEGE OF WILLIAM AND MARY | ’08 - ’09**
RESEARCH INTERESTS
Cross-cultural Research in Underserved Global Communities, Social Computing, Virtual Reality, Information and Communication Technologies in Development (ICTD)

EDUCATION
Masters of Human Computer Interaction (Interactive Computing Specialization)
Georgia Institute of Technology
AUG 2017 – PRESENT

Bachelor of Science, Computer Science
University of Georgia
JAN 2012 – MAY 2015

WORK EXPERIENCE
Georgia Tech Research Institute
Graduate Research Assistant
AUG 2017 – PRESENT

• **Identify** human performance issues that could arise due to the introduction of new capabilities on cockpit controls.
• **Create** a visual library of the design language for each control that outlines the functions, user actions, and system responses.
• **Visualize** task analysis data in an interaction flow that captures mission flow.

Intel Corporation, Portland, OR
User Experience Designer + Engineer
MAY 2017 – AUG 2017

• **Developed** a BOM management application prototype using the Angular framework in a full stack Node.js environment.
• **Designed** mockups using Balsamiq for the application design while involving end users in the design process.
• **Evaluated** the heuristics and usability of several Virtual Reality software using Intel’s VR guidelines.

African Leadership University, Pamplemousses, Mauritius
User Experience Researcher
FEB 2017 – MAY 2017

• **Conducted** surveys, observations, and contextual inquiries to uncover student pain points on the learning management system.
• **Analyzed** research findings into UX report and a user journey map to guide the redesign.
• **Designed** high fidelity mockups of redesign using Sketch to illustrate new user flows based on research findings.
Capgemini, Atlanta  
*Consultant*  
JUL 2015 – JAN 2017  
- **Integrated** insurance software on several nationwide projects while collaborating with cross-functional teams of onshore/offshore developers, business analysts, and software architects.  
- **Developed + Debugged** Java code, integration touch points, and SOAP web service interactions.  
- **Created** low level design documents that translated business requirements to technical specifications.

Genworth Financial, Richmond, Virginia  
*User Experience Intern*  
MAY 2014 – DEC 2014  
- **Improved** the end user experience and usability of the Intranet directory.  
- **Facilitated** one-on-one interviews and change management workshops for end users.  
- **Designed + Developed** mockups of the intranet interface using Adobe Photoshop and JavaScript.

**PROJECT EXPERIENCE**

Shasha Network, Zimbabwe  
*www.shashanetwork.com*  
*Product Manager, User Researcher*  
MAR 2017 – PRESENT  
- **Conducted** user surveys and competitor analysis to inform the design process.  
- **Defined** personas and created a user journey map to describe the users.  
- **Led** the design of sketches and wireframes of the new platform.  
- **Conducted** remote usability testing to gather user feedback on designs.  
- **Managed** developers to use research findings to implement the platform designs in an agile development environment.

Stitch, Atlanta  
*User Researcher, UX Designer*  
JAN 2016 – PRESENT  
- **Conduct** interviews and ethnographic studies to uncover the pain points of seamstresses and clients in the West African diaspora.  
- **Sketch** concepts for the design of a digital platform that would bridge the gap between primary users.

**SKILLS**  
**Research**  
In Person and Remote Usability Tests, Ethnographic Studies, Interviews, Heuristic Evaluations, Contextual Inquiries, Focus Groups  
**Design**  
Prototyping, Wireframes, Storyboarding, Personas, Sketching, User Journey Mapping  
**Technical**  
HTML, CSS, Angular, JS, Node.js, Java, C/C++, Python, Git  
**Software**  
Balsamiq, Marvel, InVision, Sketch, Adobe CC, Zeplin, Silverback
Azalea Irani
UX Researcher and Designer
http://www.azaleairani.com
azalea_irani@yahoo.com
www.linkedin.com/in/azaleairani/
669-261-8442

Education
MS. Human Computer Interaction
Georgia Institute of Technology
2016 – 2018, GPA: 4.0/4.0
President - Interaction Design Association 2017
Senator - Graduate Student Government 2016

B.Tech Mechanical Engineering
Manipal Institute of Technology
2012 – 2016, GPA: 9.33/10, Top 4%
Committee Member - IAESTE
Teaching Assistant - Computer Aided Design; Engineering Graphics

Skills
User Research

Design
Personas, Journey Mapping, Service Design, Wireframes, Storyboarding, Prototyping

Tools & Programming
Balsamiq, Photoshop, Illustrator, Sketch, Fusion 360, AxureRP, Proto.io, FramerJS, InVision HTML, CSS, JavaScript, C++

Extracurricular
Chess: State Level player, India
Piano: 1st Performer’s Certificate
German: A1 level 96%

Experience
Salesforce - UX Intern
San Francisco, CA | May 2017 - August 2017
• Influenced the analytics product roadmap by creating proto personas of analysts and journey maps of each persona’s work processes through cognitive task analyses with 17 analysts.
• Recommended design changes in the integration of AI in the product through findings uncovered during concept evaluation with 10 participants and a competitive analysis on AI, NLG and NLP capabilities.
• Proposed a design approach for annotating charts based on survey data.

Georgia Institute of Technology - Graduate Research Assistant
Atlanta, Georgia | Sept 2016 - Present
• Researching design precedents and best practices for MOOCs.
• Led the Data Visualization Team to assist faculty in improving MOOCs.

Extentia Information Technology - UX Intern
Pune, India | June - July 2016
• Designed prototypes to improve employee engagement using insights from research - interviews and contextual inquiries.

Talks For All - Founder
Manipal Institute of Technology, India | Aug - Dec 2015
• Conducted research on peer based learning and created personas
• Designed an application to help students share their knowledge

Selected Projects
Insight | Georgia Institute of Technology, 2017
• Designed an augmented reality system to improve the customer experience at Walmart through insights based on the personas and journey maps, informed by competitive analysis and contextual inquiry.

ForgetMeNot | Georgia Institute of Technology, 2017
• Designed a flexible display wearable that helps travellers keep track of their valuables, based on survey, participatory design and interview results.

TapTile | Georgia Institute of Technology, 2016
• Designed, prototyped and tested a system that increases social interaction in public spaces based on insights gained from surveys and interviews.

MedMinder | Georgia Institute of Technology, 2016
• Designed an application that assists caregivers in process of taking care of their elderly relatives based on interview and contextual inquiry data.

Awards
1st Prize in the Convergence Innovation Competition (TapTile)
TOEFL Scholarship
GE Foundation Scholarship
Google I/O Systers Travel Grant
EXPERIENCE

UI/UX Developer (GRA)  Aug 2017 - Present
Georgia Institute of Technology
- Designed web activities/game to help professors understand the promotion and tenure process
- Currently developing the web application using AngularJS and Drupal

Application Developer  Jun 2015 - Jun 2017
Barclays Technology Center India
- Identified a business problem and developed a proof of concept to simplify existing business workflows
- Collaborated on solutions directly with stakeholders (Product Owner) to create interfaces for customer care agents which helped reduce their average call time
- Implemented human-centered, user tested solutions for collections customer service agents for a new consumer lending product

Co-founder  Dec 2015 - May 2016
Game On
- Co-founder, front end developer and UX designer of a first-of-its-kind app that provided a dedicated medium to view listings of live screening of matches at restaurants and sports bars
- Created Information Architecture as well as Software Architecture of the application
- Developed mobile application for Android and integrated with Restful API, Firebase Cloud Messaging to send and receive notifications

SELECTED PROJECTS

Infograin  Aug 2017 - Dec 2017
Helping students with dietary restrictions make informed meal decisions
- Conducted extensive user research (interviews, surveys, contextual inquiry, observation) to develop user needs and design requirement
- Conducted informed brainstorming sessions and created use cases, user scenarios, task flows, interactions and design features
- Created various fidelity prototypes and conducted evaluation sessions to iterate on designs

Smart Mirror  Aug 2017 - Dec 2017
Improving retail experience of customers purchasing prescription eyeglasses at Warby Parker physical store
- Conducted market research, competitive analysis across channels of various companies offering prescription eyeglasses
- Deployed user research methods and designed using company branding guidelines
- Conducted Cognitive Walkthroughs and user evaluation sessions to iterate on designs

PUBLICATIONS


EDUCATION

Georgia Institute of Technology
MS - Human Computer Interaction  Aug 2017 - Present (Expected May 2019)
Atlanta, GA

Delhi Technological University
Delhi, India

SKILLS

Prototyping
Balsamiq, MockUps
Invision
Sketch
FramerJS
Principle
Adobe Creative Cloud Suite

Research & Analysis
Surveys
Interviews, Contextual Inquiries
Observations
Focus Groups
Affinity Diagram
A/B Testing, Cognitive Walkthroughs

Programming
Android
HTML/CSS/Bootstrap
AngularJS/NodeJS
Java, C#
Restful APIs

ACHIEVEMENTS

- Tech for Good Design Fellow 2017 Net Impact
- Top 150 Young Social Innovators ITU Telecom
- Rewards & Recognition Barclays Technology Center India
- Captain of Qatar International Women Cricket Team
- National Badminton Champion of Qatar
KARAN JAIN
PHYSICAL INTERACTION DESIGNER

EDUCATION
Georgia Institute of Technology, Atlanta.
M.S. Industrial Design 2020.
Georgia Institute of Technology, Atlanta.
B.S. Mechanical Engineering 2016.

RESEARCH EXPERIENCE
Interactive Product Designer - IMAGINE Lab
August 2017 - Present | Atlanta GA
- Fabricating a device to control lighting projections, which simulate environmental conditions, on an architectural massing model.
- Built a system with Arduino to give haptic feedback for a rotation interaction.
- Iterative workflow involved modelling of prototypes in Solidworks and 3D printing.

Unity Developer & UX Researcher - I3 Lab
March 2017 - Present | Atlanta GA
- Evaluating the effectiveness of mixed reality (MR) design representations of consumer electronic products.
- Programmed a high fidelity, interactive MR model of a Sony MP3 player in Unity 3D.
- Conducted validation studies to verify the MR MP3 model.
- Currently developing high fidelity interactive MR prototype for a space heater.

UX Researcher - Human Factors & Aging Lab
February 2017 - August 2017 | Atlanta GA
- Assisted in a research study that evaluates the effectiveness of mobile fitness apps for adults in the age group of 60 - 80 years.
- Drafted a plan for the study, documenting mobile app set up, project timeline and follow up protocol.
- Administered the on boarding process for 30 participants involving study brief and technical support.

Research & Development Intern - Facet Technologies
May 2015 - July 2015 | Atlanta GA
- Conducted product testing for lancets and lancing devices using high speed visual cameras, micro view cameras, and force gauges.
- Redesigned a syringe for Johnson & Johnson to meet a change in user requirement. Did a mechanical tolerance stack up analysis to verify the design.

SKILLS

EXTRA CURRICULAR
Mentor at Interactive Product Design Lab.
KARTHIKA PRIYA
JAYAPRAKASH

KARTHIKAPRIYAJ@GMAIL.COM
(704) 780-0013
LINKEDIN.COM/IN/ KARTHIKAPRIYAJ
WWW.KARTHIKAJ.ME

OBJECTIVE
Seeking a UI/UX Design internship for Summer 2018.

SKILLS
USER RESEARCH
Survey, Interview, Focus Group, Contextual Inquiry, Heuristic Evaluation, Usability Testing, Card Sorting, Statistical Analysis

DESIGN
Affinity Clusters, Journey Maps, Personas, Scenarios, Storyboards, Wireframes, Prototypes

TOOLS
Balsamiq, Sketch, Figma, InVision, AxureRP, FramerJS, Qualtrics, Fusion 360, Adobe XD, Photoshop & Illustrator

PROGRAMMING
Java, Python, HTML, CSS, JavaScript, PHP, MySQL, Firebase, Android

EDUCATION EXPERIENCE
MS HUMAN COMPUTER INTERACTION | EXPECTED MAY 2019 | 4.0 GPA
GEORGIA INSTITUTE OF TECHNOLOGY, GA
BS COMPUTER SCIENCE | MAY 2017 | 3.9 GPA
MONTCLAIR STATE UNIVERSITY, NJ
BA ENGLISH LITERATURE | OCT 2003
UNIVERSITY OF MADRAS, INDIA
DIPLOMA IN FASHION DESIGN | JUN 2001
NATIONAL INSTITUTE OF FASHION TECHNOLOGY (NIFT), INDIA

EXPERIENCE
SUSTAINABILITY INTERN | PSEG ISS – PRUDENTIAL REAL ESTATE |
MAY 2016 – AUG 2016
Led a transdisciplinary team of five to assist a Fortune 500 real-estate company in sustainability outreach. Conducted surveys and interviewed various stakeholders. Designed a waste management program including a comprehensive guide, posters and promotional material which could be disbursed in small sections. Recommended additions to their sustainable operating guidelines that were implemented.

DEPUTY MANAGER DESIGN | INDIAN TERRAIN CLOTHING
JUN 2001 – JUN 2006
Oversaw the product design process at a Men’s apparel start-up from market research and conceptualization to execution. Researched market trends, performed competitive brand analysis and interacted with retail partners to create design briefs. Supervised a team of 7 and mentored new designers and merchandisers. Presented design lines to buyers at road shows. Worked with advertising agency to plan layouts and props for seasonal road shows and to create a promotional catalog of the brand.
* Identified as a key managerial employee of Indian Terrain in 2005.

SELECTED PROJECTS
TECH COACH | GEORGIA INSTITUTE OF TECHNOLOGY | AUG 2017 – DEC 2017
Conceptualized and prototyped a solution to help seniors independently learn to use smartphones. Used insights from contextual inquiry, observation and interviews, performed task analysis, constructed personas, as well as used accessibility principles to inform the design.

HAWK PARK | MONTCLAIR STATE UNIVERSITY (MSU) | JAN 2017 – MAY 2017
Designed and developed an android mobile app that used crowd sourcing to make the parking experience at MSU efficient & hassle-free. Played the role of Project Manager. App features included real time updates, connecting would be ‘parkers’ to those leaving the lots & a parked car locator.

VOLUNTEER WORK
NEW YORK CARES | JUL 2006 – MAR 2009
Devised sessions and led volunteers in a weekly Bedtime Stories Project at a shelter
* Awarded Community Service Impact Award by the City Council of New York, 2008
Meijia Jiang
Seeking UX/ Product Design Internship

Education:

Georgia Institute of Technology | Aug 2017- Now
M.S. in Human-Computer Interaction

Tsinghua University | Sep 2013 - Jun 2017
B.Eng in Automotive Engineering
-Specializing in Carbody Styling | Major Rank: 3

Professional Experience:

Didi Chuxing | Jun - Dec 2016
UX Design Intern
-Optimized the Trip History function of the ride sharing mobile app Didi 5.0
-Redesigned the driver recruitment portion of the official website
-Developed the wireframe of the visual component library tool: Didi Magic Cube to help inner staff visualize their ideas quickly

Info Art & Design Lab | Apr - Oct 2016
Tsinghua University
Designer and Researcher
-Researched liquid metal applications for interface
-Developed a group of interactive art installations entitled Metal Life in a team
-Displayed the work at the Linz Ars Electronic Festival and the Tsinghua Art Museum

Labu | Mar - June 2016
Tsinghua University
UX Designer
-Designed a mobile campus life app Tsinghua Now and presented working iOS app
-Conducted user research with college students to figure out the pain points of campus service
-Tested prototypes at various design stages

Design Projects:

Grocery Store Virtual Pet APP | Aug - Dec 2017
HCI Foundation Project
-Conducted interviews with parents and kids in grocery stores and designed surveys
-Created wireframes and high-fidelity prototypes to form potential solutions
-Designed a series of pet characters and animations

Smart Mirror | Aug - Dec 2017
Warby Parker
-Conducted contextual inquiries with customers in eyeglasses stores to find out the pain points
-Crafted UI guidelines and developed a Hi-Fi prototype
-Made design iterations by conducting user testing

ICY-E | Apr 2016 - Aug 2016
INVOLVE China, Volvo
-Created a road-system concept design for intelligently charging service of electric vehicles
-Delivered presentation of the final design to the clients

Road APP | Oct 2015 - Jan 2016
Audi App Challenge, Audi
-Worked with Tsinghua X-lab on a research of an Intelligent Driver Interactive Vehicle Environment
-Conducted interviews with drivers and passengers
-Developed and created a prototype of an app that help drivers communicate safely

Infiniti Hybird Dash Board | Oct 2015
Ergonomics Course Project
-Designed a creative dash board of a hybrid vehicle using ergonomics knowledge
-Conducted competitive analysis of the current hybrid vehicle’s dashboards

Awards:

INVOLVE China | Finalist Top 10
Volvo China 2016

Audi App Challenge | Finalist Top 5
Audi China 2016

Scholarship for Integrated Excellence | Top 5%
Tsinghua University 2016

Scholarship for Sports Advance | Top 5%
Tsinghua University 2015

Scholarship for Arts Advance | Top 5%
Tsinghua University 2014

Beijing Merit Student | Top 0.1%, 2013

Beijing Art Special Student | Top 1%, 2013

Skills:

Design:
Sketching
Storyboarding
Persona Creation
Wireframing
Prototyping

User Research:
Competitor Analysis
Surveys
Interviews
Contextual Inquiry
Usability Testing

Tools:

Sketch
Axure
Principle
Origami
Form
Framer
ProtoPie
InVision
Balsamiq
PS/ AI/ ID
AE/ AME
HTML/CSS
C/C++
Zheru Jiang  UX Designer

EDUCATION

Georgia Institute of Technology  Aug 2017 - Present
M.S in Human-Computer Interaction

Shanghai Jiao Tong University  Aug 2013 - Jun 2017
B.E in Industrial Design

WORK EXPERIENCE

Ether E-Commerce Co.,Ltd. Zhejiang, China
Mar - May 2017
UX Designer
My job duties contain working with developers to iterate the UI and develop new functions on Ether Car’s WeChat platform. We had successfully launched a few mini programs on the platform within 2 updated versions.

Tencent Technology Co., Ltd. Shanghai, China
Jul - Sept 2016
Product Designer
Worked for Social Network Group, product design team. I was responsible for the iteration of mobile QQ public account’s homepage. The iterated version had more capacity for diverse media and allowed customizable layout design in order to attract more VIP accounts.

PROJECTS

Voice Emoji  Oct - Nov 2017
Chief Designer
• Designed dialogue interaction for audio input and output
• Created a partially functional prototype to demo the interaction on user interface

Happy Path  Sept - Dec 2017
Visual Designer, Product Designer
• Interviewed dog owners to understand user needs
• Created wireframe and hi-fi prototype to form solutions
• Conducted preference test, usability benchmarking tests
• Incorporated test feedback into design iterations

Zip Fit  Sept - Dec 2017
UX Researcher, Product Designer
• Performed in-context observation, interviews, designed survey
• Created customer journey map to summarize pain points
• Created wireframe and hi-fi prototype to form solutions
• Conducted feedback sessions and usability testing

SKILLS

Design
• Sketching
• Storyboarding
• Wireframing
• Prototyping
• 3D modelling
• Video-Editing

User Research
• Card-Sorting
• Interview
• Focus Group
• Contextual Inquiry
• Survey
• Affinity Mapping
• Usability Testing

Coding
• Python
• HTML
• CSS
• JavaScript

Physical Prototyping
• Laser Cutting
• 3D Printing
• Foam/Clay/Cardboard Crafting

Tools
• Photoshop
• Illustration
• Sketch
• InVision
• Balsamiq
• Axure
• Principle
• Premiere
• After Effects
• InDesign
• Rhino
• SolidWorks
• Arduino
• Processing

AWARDS

Outstanding Graduate of Shanghai  Jun 2017
Academic Excellence Scholarship B  Nov 2016
“Shangtu” Advanced CAD Drawig-Competition 2nd Prize  Nov 2016
Academic Excellence Scholarship B  Nov 2015
National Scholarship  Nov 2014
EXPERIENCE

UX Design Intern  
*May 2017 - Aug 2017*
*The Home Depot*  
*Atlanta, GA*
- Collaborated with product team on UX process to discover user needs and develop shared understanding of problem space
- Created comps and interactive prototypes for rapid iterative user testing
- Improved enterprise software tool to streamline workflow and reduce support tickets, contributing towards 5 hrs/wk saved
- Led UX activities such as: research synthesis, problem prioritization, and design studio

Teaching Assistant  
*Aug 2017 - Dec 2017*
*Georgia Institute of Technology*  
*Atlanta, GA*
- Supported students and instructors in the Research Methods for HCI course
- Coached student teams through a semester-long research and design project
- Facilitated in-class activities and lectured on user evaluation and data analysis

Research Assistant  
*Sep 2015 - Jun 2016*
*3C Institute*  
*Durham, NC*
- Executed iterative and usability testing for over 10 products
- Balanced responsibilities for multiple projects, including study recruitment and data collection
- Coordinated grant submission for grant and drafted IRB materials for two projects

Human Factors Intern  
*Jan 2015 - May 2015*
*Horizon Performance*  
*Cary, NC*
- Researched task analysis and technology acceptance to design efficacy tests
- Analyzed user data to identify unused features in the company’s product
- Proposed improvements to product development and consulting practices

PROJECTS

Particle in a Box  
*a game that teaches quantum mechanics*
- Designing gameplay and UI layout
- Leading weekly design meetings

reco  
*a smartwatch app that teaches recycling rules*
- Conducted user research on GT students
- Contributed to UX design and content writing

MedMinder  
*a medication reminder system for patients*
- Developed user scenarios and personas
- Created wireframes and interactive prototypes

EDUCATION

Georgia Institute of Technology  
*MS in Human-Computer Interaction*  
*Aug 2016 - May 2018 (anticipated)*

University of North Carolina Chapel Hill  
*BS in Psychology*  
*Aug 2011 - May 2015*

SKILLS

**Research**
- Affinity Mapping
- Data Analysis
- Focus Groups
- Study Design
- Surveys & Interviews
- Usability Testing
- Qualtrics
- SPSS

**Design**
- Personas
- Prototyping
- Wireframing
- Storyboarding
- Axure
- InVision
- Principle
- Sketch
Tony Jin

A UX Designer with a technical and social science background, I’m passionate about problem-solving through design.

Seeking UX/Product Design internships for summer 2018.

(412) 403-8551
yjin@gatech.edu
tony-jin.com

EDUCATION

Georgia Institute of Technology
M.S. Human-Computer Interaction | Aug. 2017 - May 2019
Specialization in Interactive Computing, GPA 4.00

Middlebury College
Phi Beta Kappa, Psi Chi (International Honor Society in Psychology), GPA 3.97

PROFESSIONAL EXPERIENCE

UX/UI Designer & Writer
Institute for Information Security & Privacy (IISP), Georgia Tech | Aug. 2017 - Present
- Redesigned IISP’s research webpages to better attract industry partners.
- Created wireframes based on user interview data.
- Interviewed professors, students, and guest lecturers and published featured articles on IISP’s website. Promoted IISP’s work and events.

User Experience Intern
- Developed the UI for a driving simulator in Android to study driving behaviors.
- Evaluated the simulation animation through user studies.
- Analyzed data in SPSS and Excel.
- Designed and implemented a sensor data processing algorithm in Java for the tool.

Oratory Coach
- Designed public speaking workshops and coached over 100 students for public speaking events, including TEDx competition and student symposium.

SKILLS & TOOLS

- User-Centered Design
- Wireframing
- Prototyping
- Ideation
- Task Analysis
- Interviews
- Affinity Mapping
- Surveys
- Persona Writing
- Journey Mapping
- Usability Testing

- Visual
  - Sketch
  - Adobe Photoshop
  - Adobe Illustrator

- Prototyping
  - InVision
  - Principle
  - Balsamiq
  - Android Studio
  - Xcode

- Development
  - Java/Android
  - Swift/iOS
  - HTML/CSS/JS
  - Python

- Communication
  - Public Speaking
  - Critical Writing
  - Video Editing

PROJECTS

Mirror Mirror
- Identified emerging adults’ need to form good spending habits through research.
- Designed and evaluated a mobile app that encourages users to reflect on their purchase decisions and provides them with timely and relevant suggestions.

REI Backpack Finder
Website Feature for Backpack Finding | Sept. 2017 - Dec. 2017
- Researched novice backpackers’ needs and pain points when purchasing backpacking packs online.
- Designed and evaluated a concept feature on REI’s website that helps novice backpackers find the perfect backpack with desired features and the right size.

Up & Up
Mobile Game for Stress Relief | Sept. 2017 - Dec. 2017
- Identified Georgia Tech’s students’ need for stress relief through research.
- Designed and evaluated a collective breathing game that helps relieve users’ stress.

SELECTED AWARDS

Net Impact - Tech for Good Fellowship 2017 - 2018
Implementing an on-campus action project that leverages technology for social good.

HackRPI - Best Mobile Hack & Best Use of TripAdvisor’s API 2015
A mobile/web app that recommends popular attractions along road trips.

STEVE JONES

stevejones.io  (978) 857-8901  steve@stevejones.io
LinkedIn: in/SteveJones0

PROFILE

I'm a graduate student passionate about creating wicked awesome software products. I enjoy spending my time understanding user needs to design solutions, finding ways to organize processes efficiently, as well as satisfying my obsession of the Boston Red Sox.

EDUCATION

- M.S. Human-Computer Interaction 2016 - 2018
  Georgia Institute of Technology
  - Management of Technology Graduate Certificate
  - Graduate Research Assistant
- B.S. Computer Science 2012 - 2016
  University of Massachusetts - Amherst
  - Concentration: Software Engineering
  - Commonwealth Honors College

SKILLS

DESIGN

- Wireframing | Rapid Prototyping | Storyboarding | Graphic Design | Sketch | Photoshop | Illustrator | Balsamiq | Video Production

RESEARCH

- Usability Testing | Experimental Design | Contextual Inquiry | Survey Design | Task Analysis | Affinity Diagraming | Information Architecture | Design Sprints

DEV

- HTML | CSS | JavaScript | JAVA | Scala | Python | LESS/SCSS | WordPress | Git

WORK EXPERIENCE

- DRAPER LABS
  UX Researcher & Sembler Associate - Intern  SUMMER 2017
  - Designed a tactical UI, designed & ran experiments to test performance metrics
  - Conducted 10+ user tests to develop a set of heuristics for Microsoft Hololens
  - Lead generation & needs assessment with technical startups
- GAIN LIFE, INC.
  Product & UX Lead - Intern  SUMMER 2016
  - Developed product strategy for digital health coaching application
  - Analyzed user needs & proposed, designed, implemented UX solutions
- TIMETRADE SYSTEMS INC.
  UX Engineer - Intern  SUMMER 2015
  - Designed & developed TimeTrade's new Click To Check In web application
  - Researched, designed, & implemented UX improvements to 4 apps
- SEASCAPETECH
  Founder & President  JULY 2010 - MAY 2015
  - Created 30+ WordPress websites for clients in a variety of industries
  - Managed a team of up to 3 developers
- UMASS STUDENT GOVERNMENT
  Secretary of Technology 2013 & 2014
  - Designed & developed SGA's “What To Fix” web application
  - Met with CIO & VC of IT regarding UMass tech policy, funding, & strategy
- HYDROID INC.
  Web Development Intern  SUMMER 2013
  - Designed & developed Hydroid’s company intranet
  - Developed PHP plugin to manage of 100+ Windows Active Directory users
- EBSCO INFORMATION SERVICES
  User Experience Intern  SUMMER 2012
  - Researched & proposed UX strategies for EBSCO Connection website
  - Analyzed mouse tracking, heat maps, and web traffic data

PROJECTS

- AUTONOMOUS AUTO HUD RESEARCH
  UX Research & Design
  - Researched increasing driver vigilance in autonomous automobiles
  - Designed variations of HUDs for quantitative user testing
- UNDERGRAD HONORS THESIS
  UX Implications of Google's Material Design Floating Action Button
  - Design & prototype mobile app to perform user testing of the FAB
  - Conducted 44 user tests and analyzed qualitative & quantitative results
- MOLECULAR PLAYGROUND
  Product Manager
  - Managed team of 10 undergrads to design & build web app for a client
  - Lead 30+ meetings to create requirement spec, design docs, and test plan
  - Communicated with client & team to define a product vision & strategy
- MOOD.IO
  UX Lead
  - Led UX design for 6 person team to build mood tracking Android app
  - Designed low & high fidelity prototypes - presented designs to client
Digital Leader | User Advocate | Avid Learner

**OBJECTIVES**

- Find opportunities in user experience research.
- Facilitate a strong, supportive team culture.
- Continuously learn and apply new skills.

**EXPERIENCE**

**Accenture | May 2013 - September 2017**

**Summary**
- Worked in Accenture's Digital Practice and Management Consulting Practice.
- Promoted (at an above-average rate) from Analyst, to Senior Analyst, to Consultant, to Manager.
- Led numerous people engagement teams, responsible for building community across various global accounts.

**Project Highlights**

2017

**Virtual Reality (VR) Product & Project Manager | Investor Marketing Initiative**

**My Responsibilities**
- Owned project planning, budgeting, technology decisions, quality control, and marketing.
- Managed production team, UX and technical testers, and marketing team (across 4 countries).

**Project Outcomes**
- Developed 12 VR videos and 3 VR applications.
- Co-presented the VR experience alongside the client team at the Bank of Montreal’s Back to School Conference to private equity investors and C-Suite company representatives.
- The experience generated 90 new investor leads (9X the client’s target number).

2016

**Student Experience Researcher and Designer | Student Information System & Operating Model Transformation**

**My Responsibilities**
- Planned and executed stakeholder engagement methods for global transformation, impacting 1 million students across: admissions, enrollment, registration, records, financial assistance, and student billing.
- Managed vendor team selection and ongoing inputs to visual design of select work products.

**Project Outcomes**
- Launched robust survey to gain critical insights to improve the student experience.
- Hosted 100+ hours of student experience design workshops with 70+ client leaders.
- Created and socialized student personas, student journey maps, and student experience feedback across 200+ student-facing processes.

**Global Change Management Lead | Student Information System & Operating Model Transformation**

**My Responsibilities**
- Owned global change management strategy, project estimates, and work plans.
- Interfaced directly with client leadership (including C-Suite) for key decisions.
- Managed Brazilian change management team member.

**Project Outcomes**
- Gained leadership sign off on global change management strategy, project estimates, and work plans.
- Effectively trained and transitioned strategies and approaches to implementation teams.

2015

**Communication Lead | Back Office Finance and Procurement Transformation**

**My Responsibilities**
- Owned global change management strategy, communication plan, corporate communications, and select training presentations.

**Project Outcomes**
- Created video communications and digital template for training materials to prepare employees to use new finance and procurement systems and supporting processes.

2014

**Digital Strategist | Company-Wide Digital Transformation**

**My Responsibilities**
- Facilitated workshops with customer service teams and company leadership to identify and prioritize opportunities for digital enhancements.

**Project Outcomes**
- Gained leadership buy-in on 3-year, strategic digital roadmap, aimed at improving the customer experience.

**EDUCATION**

2017-2019

**Georgia Institute of Technology**
- M.S. Human-Computer Interaction (Candidate)
- Digital Media Track
- 2009-2013

**Carnegie Mellon University**
- B.S. Public Policy & Management
- Additional Degree, French (Semester abroad at Université de Grenoble)

**SKILLS**

- Management
  - Strategic Digital Planning
  - Project Management
  - Product Management
  - Change Management
  - Video Making (Adobe Premiere Pro CC)
  - Team Engagement

- User Experience Research
  - Interviews
  - Surveys
  - Contextual Inquiry
  - Observation
  - Usability Testing
  - Expert Evaluation
  - Data Analysis (Excel)

- User Experience Design
  - Prototyping (InVision, Sketch)
  - Storyboards
  - Personas
  - Empathy Maps
  - Customer Journeys

**AWARDS & RECOGNITION**

- Honorable Mention, Georgia Tech's Convergence Innovation Competition, 2017
  - Awarded prize in “Smart Cities” category.

- Jules and Gwen Knapp Merit Scholarship Finalist, 2012
  - Recognized for leadership, teamwork, and educational achievements as President of the Carnegie Mellon chapter of the Non-Profit, Enactus.

- Milton and Cynthia Friedman Merit Scholarships, 2011-2012
  - Awarded two merit scholarships to support my work in public policy.

**VOLUNTEERISM**

- Cristo Rey School in Baltimore, 2017
  - Presented tips and advice to rising Juniors on the college application and selection process.
  - Mentored several student interns.

- Accenture Development Partnership (ADP)
  - D.C. Volunteer Community, 2014-2015
  - Founded D.C. volunteer community of 60 Analysts supporting Non-Profit work.

- Enactus International Non-Profit, Carnegie Mellon Chapter, 2011-2013
  - Elected President of 200+ member chapter.
  - Advised new leadership as member of Executive Advisory Board.
Kyeungbum “Henry” Kim
henrykkim04@gmail.com • henrykkim.com • (503) 804 - 6860
Master’s student in Digital Media at Georgia Tech seeking an internship in the User Experience industry. Eight-year digital journalism and UX experience including UX Research and UX design.

Experience

Graduate Research Assistant  Georgia Institute of Technology • Aug 2017 - Current
• Provides students all across majors and faculty members help on photography, videography, social media strategy, virtual reality, and augmented reality for their projects resulting in guiding them to the right resources to move forward.
• Maintains Digital Integrative Liberal Arts Center website and social media accounts to communicate and deliver the latest updates on ongoing projects.

Founder and Writer  iAppBox • Dec 2008 - Current
• Started a blog in middle school to talk about my interest in the latest technology and gadgets, then signed a contract with a media company, Tatter&Media, as a power blogger so they can redistribute my content.
• Reviewed hundreds of mobile applications and gadgets, and published four Macintosh guidebooks in South Korea.

Editor  TechG • Jun 2015 - Aug 2017
• Reviewed the latest technology gadgets and software for readers.
• Covered the media events and conferences such as CES and reported on the latest technology and gadgets which were featured in mass media.
• Created digital contents to incorporate articles.

UX Design Student Asistant  Oregon State University • Oct 2014 - Dec 2014
• Designed the user interface layout of the web service, Wrestore, a participatory decision support system for helping landowners, government agencies, policymakers, etc. design a distributed system of conservation practices in their watersheds.
• Collaborated with faculty members including Dr. Meghna to gather ideas and polish the user interface.

Education

Georgia Institute of Technology
M.S. Digital Media • Expected 2019

Oregon State University
B.A. Digital Communication Arts • 2010 - 2014

Skills
• HTML/CSS • Adobe Illustrator
• JavaScript • UX Design
• Sketch • Usability Testing

Language
• English
• Korean
Phillippe Kimura-Thollander
Experience Designer

Experience

UX Design Intern
June '17 - Aug '17
Capital One
Conducted an audit of hundreds of UI elements and worked on a design system for capitalone.com
Scripted screenshot collection using node.js and phantom.js, designed for Adaptive Path's non-profit BarnRaise event, designed various internal logos

UX Designer
Feb '17 - May '17
Cool Blue Interactive
Designed websites for clients like Georgia Tech Research Institute and the CDC Foundation
Wireframed with pen and paper, coded in HTML/CSS, designed in Sketch, mapped out information architecture in Axure, some light InDesign editing

UX Engineer Intern
June '16 - Aug '16
Pypestream
Participated in UAT and designed mockups for new features requested by clients in Sketch
Developed an admin CMS for account managers in React.js and Redux.js and resolved 100+ CSS bugs

Digital Products Intern
June '15 - Aug '15
HBO
Developed a search feature for an internal site from UX research, UI designs, to React.js implementation
Designed mockups and wireframes of potential HBO NOW features, and presented to SVPs of HBO

Projects

NotifiVR
Jan '17 - May '17
Designed a Unity framework for virtual reality that provides users notifications of phone calls, texts, and other messages in the context of the VR environment
Conducted brainstorming sessions with industry VR designers, user tested different concepts, and co-wrote paper publishing at IEEE VR 2018

Macy’s of the Future
Jan '17 - May '17
Worked on a service design project with Macy’s to design their store experience 5 years in the future
Researched competitors and customer journeys; designed service blueprints, a concierge app, store layouts, and sub-brands; developed a Unity prototype

Tachiyomi
Ongoing
Design an open source manga and comic reading Android app with 30,000+ downloads and 1100+ Github stars

Emoji
Ongoing
Submit various emoji to Unicode Consortium for candidacy, magnet and tombstone accepted

Education

M.S. Human Computer Interaction
Georgia Institute of Technology '18
Research Assistant under Carl DiSalvo
Thesis: Cultural Representation in Emojis

B.S. Computer Science with Honors
Stony Brook University '16
Minors in Digital Art and History
Studied abroad in Seoul and Paris

Research

Contextual Inquiry
(Semi-) Structured Interviews
Usability Testing
Survey Design
Journey Maps
Affinity Design
Storyboarding
Persona Development
Jobs to be Done
Heuristic Evaluation
Google Analytics

Design

pen + paper
Sketch
Figma
Blender
Illustrator
Photoshop
After Effects

Prototyping

Invision
Zeplin
React
Unity
Framer
XCode
html + css + js
Python
MongoDB

Contact

914-874-6961
hi@philkt.me
http://philkt.me
linkcable
JOHN KOH  UX DESIGNER

johnkoh.design
tkoh9@gatech.edu
404 834 1378

**DESIGN**

Sketch
Principle
After Effects
Invision
Illustrator
Balsamiq
Origami Studio
Sketching

**RESEARCH**

Affinity Mapping
Contextual Inquiry
Heuristic Evaluation
Usability Testing
Task Analysis

**CODE**

Processing
Java
Python

**EDUCATION**

**Georgia Institute of Technology**
MS Human Computer Interaction  2016 - 2018
BS Computer Science + Minor ID  2012 - 2016

**EXPERIENCE**

**Google**
UX Design Intern | Summer 2017
Designed the interaction and visual components for the Google Play App’s search experience to display tailored and inspirational content for users.
Created a new method of sending out promotions to Play Store users to increase promotion redemption rates.

**Georgia Institute of Technology**
UX Design GTA | Present
Taught and guided the undergraduate Interactive Products Studio through multiple UX design projects including retail service design and wearable devices focusing on the human centred design process.

**Samsung**
UX Design Intern | Summer 2016
Designed intuitive and seamless motion design specs for Samsung’s Voice Assistant Bixby in the Galaxy S8 using After Effects with focus on micro interactions.

**Proximiant**
Software Engineering Intern | Summer 2013
Developed Python algorithms for character recognition in photographed receipts with OCR increasing accuracy from 42% to 87%.
Ryan Krepps
UX Research & Prototyping

Work

Lab Coordinator  June 2017 - Now
Georgia Tech PARK Knowledge and Skill Lab
- Built tools in Matlab and Visual Basic to analyze raw data produced by UAV simulators
- Designed “mission” scenarios based on results of previous iterations of the study
- Created templates for data entry in DOS
- Currently developing measures for adult intelligence based on real-world scenarios

Graduate Research Assistant  May 2016 - August 2017
Georgia Tech Research Institute
- Developed and evaluated a prototype for tracking driver attention in order to inform behavior of semi-autonomous vehicles
- Assessed how ergonomic-driven design changes to hand tools affect efficiency and subjective ratings of comfort
- Conducted task analyses of US Naval missions to support the UI design of military software

Research Assistant  May 2014 - August 2015
Georgia Tech Sonification & Adult Cognition Labs
- Evaluated the distraction effects of different in-car displays while driving
- Sonification of card-sorting tasks
- Self-assessment of learning techniques
- Development of abductive reasoning measures as part of my undergraduate thesis

Education

M.S. Human-Computer Interaction  August 2016 - May 2018
Georgia Institute of Technology

B.S. Psychology  August 2009 - December 2014
Georgia Institute of Technology

Skills

- Statistical Analysis
- Personas
- Survey Design
- Experimental Design
- Usability Testing
- Storyboarding
- Rapid Prototyping
- Cross-Disciplinary Research

Software

- Python
- Matlab
- Arduino
- HTML/CSS
- MS-DOS
- SPSS
- Illustrator
- Solidworks
- Visual Basic
- Java

Publications


EDUCATION

Georgia Institute of Technology, Atlanta, GA  
Candidate for Master of Science in Human-Computer Interaction (HCI). Psychology track. First semester GPA 4.0/4.0. Expect to graduate in May 2019.

University of California, Berkeley, CA  
• BA in Philosophy and Cognitive Science.  
• Research Assistant, Cognition & Action Laboratory  
  Assisted neuroscience doctoral student in coding the visual display of motor tasks. Participated in experiment design and set-up process. Trained in the use of fMRI. Analyzed data using Matlab.

edX MIT/Harvard/Berkeley/Others Online  
Certificates of Achievement in following courses: Analyzing and Visualizing Data with Excel; Introduction to Python for Data Science; Programming in R for Data Science; Marketing Analytics Data Tools & Techniques; Data Science Essentials.

WORK EXPERIENCE

Facebook Inc, Menlo Park, CA  
Outstanding company and wonderful work environment, but I recognized that I needed more formal education to qualify for future, exciting opportunities.

Site Reliability Specialist, Product Operations  
• Monitored and analyzed product health for the suite of Facebook products.  
• Performed rapid analysis, investigation, and prioritization of real-time regressions in Facebook functionality impacting millions of users.  
• Championed product quality by combining my passion for user empathy with data-driven arguments.  
• Identified, implemented, and operationalized automation for critical task workflows.  
• Developed and coordinated training for new hires.

DANAL Corporation, San Jose, CA  
Provider of mobile business solutions enabling mobile payments, mobile commerce, marketing, and mobile wallet services. Left to join Facebook, but returned in April 2017 for short assignment prior to graduate school at Georgia Tech.

Product Manager  
• Managed the launch of a global mobile payment platform.  
• Translated customer feedback into product specifications including several APIs.  
• Developed data matching and corroboration algorithms.  
• Performed data analysis using Excel to improve products.  
• Supported sales by evaluating potential partnerships.  
• Coordinated product release dates with engineering.  
• Collaborated with engineering on product development.
Siran Liao  
1995.02.24  
Tel: 4703014066  
Email: siranliao@gatech.edu

EDUCATION

Georgia Institute of Technology  Atlanta/US  
09.2017-06.2019  M.S. Industrial Design

South China University of Technology  Guangzhou/China  
09.2013-06.2017  B.E. Industrial Design 3.64/4.0

Tunghai University  Taichung/Taiwan  
09.2015-02.2016  Exchange Student  Industrial Design

EXPERIENCE

Nestle & South China University of Technology Workshop
  Package Design of Candy for Chinese New Year  
  A design workshop for the package of candy products of Nestle and Xufuji  
  Designer / Team Leader

Hengtaixin Golf Company Workshop
  Analysis and postures assessment of golf trainer behavior  
  UI Designer

South China University of Technology
  Excellent Graduate Project of South China University of Technology  
  Designer

  The Climbing Project of Baibuti SCUT  
  A project about designing a smart yoga mat  
  Designer / Team Leader

  Monitor of industrial design class 1 grade 2013

  Advanced Individual in Winter Social Practice

Microsoft Technology Club(MSTC) of SCUT
  Leader of the Culture Exchanging Branch

  Excellent planning group leader of MSTC

  Excellent branch leader of MSTC

SOFTWARES

ADOBEx
  Photoshop  
  Illustrator  
  After Effect  
  Indesign  
  Premiere  
  XD

AUTODESK
  Alias Automotive  
  Fusion360  
  Showcase

OTHER
  Principle  
  Sketch  
  Keyshot  
  Rhino

DESIGN ABILITIES

Braintorm  
Sketch

Product Design

Graphic Design  
UI/UX Design

Investigation  
User Research  
Data Analysis  
Storyboard

Interface Prototyping  
3D Modeling  
Rendering  
Video Editing
EDUCATION

05.2018 Doctor of Philosophy in Industrial Design (Expected)
Georgia Institute of Technology, Atlanta, GA, U.S.A.

05.2018 Master of Science in Human-Computer Interaction (Expected)
Georgia Institute of Technology, Atlanta, GA, U.S.A.

09.2007-06.2010 | Bachelor of Arts in Industrial Design
Zhejiang University, Hangzhou, China

RECENT EXPERIENCE

05.2012 - now | Graduate Research Assistant
Georgia Institute of Technology, Atlanta, U.S.A.
Center of Assistive Technology and Environmental Access
Advisor: Jon A. Sanford
GatePal: Conducted research and designed an iBeacon-based universal indoor navigation system for airport use. [TechSAge Design Competition 3rd Place Winner; Funded by RERC TechSAge]
EZ Ballot: Designed a universal ballot and conducted user studies to investigate its usability. [OpenIDEO Voting Challenge Winning Idea]

01.2017 - now | Graduate Research Assistant
Georgia Institute of Technology, Atlanta, U.S.A.
UbiComp Group
Advisor: Gregory Abowd
MD2K Engagement Wrapper: Designed and will evaluate a wrapper for existing health interventions which employed a set of identified engagement strategies to enhance users’ engagement. [Funded by MD2K: Mobile Sensor Data-to-Knowledge, NIH]

05.2017 - 08.2017 | User Experience Research Intern
Yahoo, Sunnyvale, U.S.A.
Yahoo Membership: Led the user experience research work in Yahoo Membership group. Worked closely with stakeholders to answer product questions through conducting user studies.

06.2016 - 07.2016 | User Experience Design Intern
SparksGrove, North Highland, Atlanta, U.S.A
Client Project: Designed the next gen intranet for the client and conducted usability tests to collect user feedback. [Client: Porsche North America]

05.2014 - 08.2014 | User Researcher
Imlab, Shenzhen, China
BETWINE: Conducted user studies on target customers’ lifestyle and designed two new features to the existing app

SELECTED PUBLICATIONS


Vikas Luthra / UX Designer
A curious empathizer passionate about creative problem solving.

WORK EXPERIENCE

UX Design intern / Motorola Solutions, Florida / May’17-Aug’17
28 Labs- The Innovation Design Group.
• Created offline voice interaction solutions for Motorola Next-Gen Touch Radio: Designed, evaluated and iterated interactive voice scenarios for integrated experience of Radio-Next devices [radio, watch and console]. Primary use-cases selected to be implemented in the upcoming Radio devices.
• Envisioned pre-assessment solutions for Type 4.0 Autonomous Vehicles for field officers.

• Led research and design of new touch gestures for visually impaired users in Samsung Talkback Android application: Performed task-based qualitative research as well as formulated gesture elicitation and gesture performance experiments to built new touch gestures set and create accessibility solutions for visually impaired. Selected among top 3 research work from Samsung Research India by Samsung Korea HQ.
• Researched and Envisioned “Voice as a Companion” scenarios for Samsung’s personal assistant and social robot Otto: Formulated Forced Photo-Metaphor Elicitation technique and Auditory Sensing Experiment to create design scenarios for voice assistant & social robot Otto.
• Initiated and Headed creation of solution for low-income Indian youth (GenX) in Samsung mid-range Android smartphone: Conducted in field immersive qualitative research with low to mid income Indian youth to understand their macro behaviour and social needs & generated designs solutions.
• Organizational Achievements: Won two awards and published two papers in HCI international conference.

UX Design Intern / HESSO, Western Switzerland / May’13-Jul’13
Business informatics centre
• Created automated Requirement Engineering (RE) application by employing BPMN model 2.0: Led contextual inquiries with Swiss public administrators, business developers. Created user personas, IA, task flows and designed high-fidelity mockups for a cloud-based E-gov application, CARES (Computer-Aided Requirements Engineering Software).

UX Design Intern / Cognizant Technology Solutions, India / May’12-Jul’12
Cognizant Interactive-The design group
• Created Dashboard for Skill and Business Managers (Enterprise UX): Conducted semi structured interviews and card-sorting with professional managers (Global Competency Head and Lead and Line of Business Managers). Conceptualised and designed mockups and visualisations for an online executive dashboard.

EDUCATION

Georgia Institute of Technology
Aug’16-May’18 (expected)
M.S. Human Computer Interaction.
G.P.A: 4.0/4.0

Indian Institute of Technology, Guwahati
Jul’10-May’14
Bachelor of Design with Minor in Electronics and Communication Engineering.
G.P.A: 8.62/10

SKILL SET

Design

User research

Tools
Sketch, Adobe illustrator, Axure RP, Photoshop, Soundbooth, Premiere Pro, Microsoft Visio, Balsamiq, SPSS, Tableau.

Programming
C, HTML, CSS, Arduino, Python.

AWARDS AND NOTABLES
Employee of the month award, October 2015, Samsung Research India.
Best Paper Award 2nd Prize in Nipun 2015, Samsung Research Technical Fair.
Selection, IIT-JEE 2010 - Top 0.84% amongst half a million students
Merit - top 0.1% nationwide, All India Secondary School Examination (AISSE) 2008 100% - Mathematics & Social Science
XIAOMENG(MICHELLE) MA
UX Designer | Seeking UX Internship for Summer 2018

EDUCATION

Georgia Institute of Technology, GA USA 2017 - 2019
MS Human Computer Interaction, College of Design

The Hong Kong Polytechnic University, Hong Kong 2013 - 2014
MDes Interaction Design, School of Design • Graduated with Distinction

The Hong Kong Polytechnic University, Hong Kong 2009 - 2013
BEng(Hons) Product Analysis & Engineering Design, Mechanical Engineering • Graduated with First Class Honors & Outstanding Academic Performance Award

PROFESSIONAL EXPERIENCE

Senior UX Designer | Shimo.im, Beijing China 01/2017 - 08/2017 • Led the design of the cloud-based multi-user collaborative word document and worksheet tool and led the endeavor in iterative evolvement. • In charge of user experience and user interface design, and brand design.

Product Manager | AiNemo Inc, Beijing China 08/2016 - 12/2016 • Initiated the packaging refinement project and redesigned the product package that led to more than 50% cost reduction for material, manufacturing and storage. • Led the interactive retail system design and development project from ideation to implementation, played managerial role across multiple internal teams including design, development, testing, operation, marketing and sales.

UX Design Lead | Sensoro Technology Co Ltd, Beijing China 07/2014 - 07/2016 • Co-directed the R&D of Yunzi SCRM Platform, an online client resource management data platform, which serves more than 30,000 of enterprise clients. • Led the design of several major inter-organizational projects including Real Madrid International Champions Cup China Tour 2015 digital marketing campaign, CCTV interactive tourism platform, Internet of the Things, etc. • Directed company’s user experience and user interface design, conceptualization and ideation of new products and branding.

AWARDS & ACHIEVEMENTS

Design Patent: SmartBeacon-4AA 2015

Student Representative of Mechanical Engineering Class 2013 2013
Delivered the valedictory speech in graduation ceremony

Lam Sze Ming Scholarship 2011-2013
3 scholarship awardees selected among all ME students each year

Dean List Student of Faculty of Engineering 2011 & 2013

EXTRACURRICULAR

Founder & Player | CMSA Female Basketball Team, HKPU 2009 - 2014
Champion of 2011 & 2013 HK Joint-U Mainland Student Basketball Competition

Volunteer | The 26th Summer Universia de Shenzhen China 08/2014

Student Mentor | Faculty of Engineering, HKPU 2010 - 2011

CONTACT INFO
michellema@gatech.edu
+1 (404) 216 8928
www.mxm.design

EXPERTISE
Human Computer Interaction
User Experience Design
User Interface Design
Affective Design
Multi-sensory Interaction

DESIGN TOOLKIT
Adobe Creative Suites • Photoshop • Illustrator • InDesign • After Effects • Premiere Pro

3D Modeling & Rendering • 3Ds Max • SolidWorks • AutoCAD • Rhinoceros • Keyshot

Prototyping & Animation • Sketch • Spine • Axure RP • Principle

DEVELOPMENT SKILLS
HTML/CSS/JavaScript • Java • Python • Matlab

LINGUISTICS
Mandarin Chinese - Native • Cantonese - Native • English - Full Professional • French - Elementary
BRIDGET YIRAN MA
Seeking Full-time UX Design & UX Research Position

EDUCATION

HUMAN-COMPUTER INTERACTION
Georgia Institute of Technology
MASTER’S DEGREE
MAY 2018
Enrolled in interactive computing track with a research focus on designing for human wellness and happiness

INDUSTRIAL ENGINEERING
Tsinghua University
BACHELOR’S DEGREE
JULY 2016
Specialized in Human Factors engineering along with other interdisciplinary IE major courses

EXPERIENCE

DESIGN INTERN
Adobe Systems Inc.
SAN FRANCISCO
MAY 2017 - AUG 2017
- Designed for a consistent experience framework for next generation Creative Cloud apps.
- Carried out user research, refined the design based on research findings and helped the team make critical design decisions.
- Built an interactive prototype using FramerJS to validate the preliminary design concept.

STUDENT RESEARCHER
Ubiquitous Computing Lab, Georgia Tech
GEORGIA TECH, ATLANTA
SEPT 2016 - NOW
- Redesigned an interactive e-book to help parents engage in continuous developmental milestone tracking for their children.
- Implemented the design with a web app using Angular2 framework.
- Carried out usability testing and deployment study for the web app.

RESEARCHER & DEVELOPER
Shanghai Nuclear Engineering Research and Design Institute
SHANGHAI
OCT 2015 - JUN 2016
- Designed and developed a integrated display for advanced NPP control room.
- Conducted literature review, task analysis, on-spot investigation and case analysis; After four rounds of iterations, implemented the design in a simulated control room. An in-depth user testing showed improvement in operators’ performance.

INTERACTION DESIGNER
Kemaitong Technology Co., Ltd (Startup)
BEIJING
JULY 2015 - OCT 2015
- As the only interaction designer, accomplished product update of three versions in two months by cooperating efficiently with developers and visual designers.
- Independently completed usability study and introduced new user study methods to the team.

PROJECT TEAM LEAD
Tsinghua University Future Healthcare Club
TSINGHUA UNIVERSITY, BEIJING
2014 - 2015
- Designed for cardiovascular patients who need to monitor heart conditions outside hospital, consisted of an iOS app and a detector module.
- Coordinated a team of 6 top players from biomedicine, mechanics and IE; Developed 80% of iOS app with self-taught Objective-C.

SKILLS

UX DESIGN
- Sketch
- Adobe XD
- Framer
- InVision
- Axure
- Balsamiq

VISUAL DESIGN
- Adobe Photoshop
- Adobe Illustrator
- Freehand-Sketch

UX RESEARCH
- Usability Testing
- Contextual Inquiry
- Data Analysis
- Eye-tracking

PROGRAMMING
- Angular
- HTML/CSS
- Java-script
- C++
- Objective-C
Akhil Mohanan Mavilakandy

EXPERIENCE

Georgia Institute of Technology (Jan 2018 – Present)
Graduate Teaching Assistant
- TA for CS8803 – Mobile Applications and Services (Class of 110 students)

Boxme Storage & Logistics (Nov 2014 – May 2017)
Co-founder, Product Manager & Designer
- Took 2 enterprise products from design to production with a team of 3 developers and 1 designer
- Redesigned the order delivery app that helped decrease delivery error rates by 12%
- Redesigned process flow and achieved 28% faster rack-to-dock fulfilment time for India’s largest E-commerce company
- Managed a team of 30 employees across 2 locations

Associate Systems Engineer
- Designed a product testing guide that helped improve Test Accuracy by 10%, for Horizon Blue Cross Blue Shield claims processing system
- Handled Analysis & detailed system design and prepared Technical Specifications
- Trained and mentored new resources

Freelance designer (Jun 2013 – Nov 2013)
Projects included:
- Visual Design Projects including Logo, pamphlet and Brochure design for companies in India, UAE and Bahrain

SIDE PROJECTS

- Teamed up with 2 developers to build a Live video sharing social media app and launched in Google Play Store
- Lead efforts on designing and implementing Surveys, and requirement-gathering interviews for 2 projects. Analyzed quantitative and qualitative data to derive meaningful insights.

EDUCATIONAL QUALIFICATIONS

MS in Human Computer Interaction, (CGPA 4.0)
Georgia Institute of Technology, USA (2017 – 2019)

B. Tech in Electronics and Communication Engineering
Amrita University, India (2009 – 2013)

Contact: 404-642-6729, akhilm@gatech.edu
Portfolio: https://akhilmohanan.com

SKILLS

UI Design
Sketch, Adobe Photoshop, Corel Draw, Illustrator, Figma

Motion Design
Principle, ProtoPie, FramerJS

Wire framing and Prototyping
Invision, Webflow, Balsamiq & Paper Prototyping

UX Research
Competitive Analysis, Contextual Inquiry, Affinity Mapping, Usability Testing, Heuristic Evaluation, Task Analysis

Programming
Python, JavaScript, C, C++, HTML, CSS, D3.js

ACHIEVEMENTS

Selected for the Net Impact Tech for Good Fellowship (2018)

Founded the Green Earth Campaign in Kollam District, India (2013). Campaign played a key role in banning of Plastic carry bags in the district.

Secretary for the Amrita IEEE Student Council (2012)

Chief Co-Ordinator for IEEE ISEE (2012). ISEE was one of the largest IEEE student conferences in India.

CERTIFICATIONS

FramerJS Intermediate and Advanced Lynda.com certification courses
Pierce R McBride
UX & Game Designer

www.piercermcbride.com
pierce.r.mcbride@gmail.com

EDUCATION

Georgia Institute of Technology
Atlanta, GA
Masters of Science in Digital Media
Expected Graduation May 2018

DePaul University
Chicago, IL
Bachelors of Science in Computer Game Development
Graduated May 2014

SKILLS

Expertise
Game Design, Interaction Design, UX, UI, Front-End Development

Languages
C#, Javascript, HTML, CSS

Software
Unity, Photoshop, Illustrator, InDesign, Sketch, Axure

PROJECTS

2016-2017
Archiving Performative Objects
Game Programming, Interaction Design

Designed a system in Unity and the Vive for recreating and control puppets in VR. I worked with Dr. Michael Nitsche on this project and it later led into grant-funded GRA

2017
Interview with a Robot
Front-End Programming, UX Design

Designed and assisted with the development of a mock verbal interview experience with a NAO robot. We used Watson for natural language processing and conversation flow.

2016
Finding Dory: Just Keep Swimming
Game Design, Documentation

Designed a mobile adaptation of Finding Dory targeted at children. Players guided Dory through levels inspired by scenes from the movie.

EXPERIENCE

January 2018 - Now
I’m currently a GTA for Professor Janet Murray at Georgia Tech. I teach the lab sections of a design course that teaches both design skills and development skills so students can create prototypes on their own.

January 2017 - December 2017
I was a GRA on a VR Puppetry NEH funded project. I’m implementing virtual versions real puppets in Unity in VR using the Vive. I’ve primarily been programming and contributing to the interaction design of the project.

June 2017 - August 2017
I worked as a developer intern at the "Future Experiences" lab at Moxie, a digital marketing company. We would make prototypes with new technology to generate new business. I helped them develop a robotics and VR prototype.

January 2015 - June 2016
I worked as a Game Designer for Disney after college. My team primarily worked on kids mobile games, with development done externally. I would assist in ideation, prototyping, design documentation and occasionally oversee playtests.

June 2015 - August 2015
I worked as the Director of the iD Gaming Academy location in at Lake Forest College. I ran the day to day logistics of the camp, created the weekly schedule, managed the instructors as well as the students as needed.

Graduate Teaching Assistant
Georgia Institute of Technology, Atlanta, GA

Graduate Research Assistant
Georgia Institute of Technology, Atlanta, GA

Intern
Moxie, Atlanta, GA

Associate Game Designer/Intern
Disney Publishing Worldwide, Los Angeles, CA

Director
iD Tech Camps, Lake Forest, IL
+ summary

Industrial design masters student and former biomedical engineering undergraduate working toward specialization in product design and user research.

+ employment

Georgia Tech Cable Network
Assistant Producer
Jul 2017 to Current
Provide production and video editing assistance for On The Flats, an interview-style program highlighting the accomplishments of Georgia Tech student athletes

Georgia Institute of Technology
Graduate Teaching Assistant
Jan 2017 to Current
Evaluate assignments, assist students with GaBi Life Cycle Assessment software, and provide additional after-class assistance to 50 intermediate industrial design undergraduate students studying sustainable design

WREK Radio
Radio Operator, Play-by-play Announcer, Specialty Show Host
Feb 2012 to May 2017
Worked as play-by-play announcer for Georgia Tech baseball games; broadcasted sports events on-air, ensuring that the broadcast could be heard clearly; smoothly transitioned the broadcast between the live broadcast and breaks for PSAs or promotional messages; played music live-on-air, announced played tracks, and conducted contests; co-hosted and produced the Ramblin' Wreck Report (sports talk specialty show)

+ awards

Georgia Institute of Technology · OMED Tower Award
Apr 2015
Annual award program recognizing underrepresented (African American, Hispanic, Native American, or Multi-Racial) Georgia Tech students meeting a minimum GPA requirement of 3.15. Received award 2012 through 2015.

+ activities

Musician's Network · President
Jan 2015 to Jan 2016
- Served as the main instigator of club activities and acted as the main liaison between the club and other university and outside organizations
- Led organization and planning of an all-day music festival in September 2015

+ projects

Medminder
Sep 2017 to Dec 2017
Designed low- and medium-fidelity phone app prototypes and a 3D-modeled watch prototype as prospective companions for a smart pill dispenser. These were developed as part of a graduate interface design course at Georgia Tech.

Steer
Oct 2016 to Dec 2016
Developed a prospective service intended for automated vehicles in 2026 as a group project for a first semester graduate studio course. Steer streamlines a night out with an autonomously driven experience that gives customers recommendations based on their preferences and the ability to alter their itineraries on the fly.

+ skills

SOFTWARE DESIGN LANGUAGES
Adobe Suite Rapid Prototyping Spanish (Proficient)
Final Cut Pro Video Production
SolidWorks Ethnography
Meshmixer Wireframing
Arduino Design Thinking
JavaScript
Microsoft Office

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OBJECTIVE

I am currently seeking a full-time position in either applied HCI/human factors research or user experience design for Summer 2018.

SKILLS

RESEARCH, ANALYSIS

• Hierarchical task analysis
• Surveys, questionnaires
• Interviews, focus groups, contextual inquiry
• Usability testing, heuristic evaluation
• Affinity diagramming, journey mapping
• Scenarios, user personas
• Descriptive and inferential statistics

DESIGN, PROTOTYPING

• Sketching, storyboarding
• Paper prototyping
• Wireframing (Visio)
• Interactive prototyping (Axure)
• 3D modeling (Fusion 360)

IMPLEMENTATION

• C++, Python, Lua
• HTML, CSS, JavaScript
• SQL, data modeling
• Info Vis (d3.js)

OTHER TOOLS

• Issue-tracking systems (Visual Studio Online, JIRA, Zendesk)
• CRM/marketing automation (Salesforce, Hubspot, Infusionsoft)

EXPERIENCE

GRADUATE RESEARCH ASSISTANT • GEORGIA TECH RESEARCH INSTITUTE
Fall 2016 – Present

• Conducted hierarchical task analysis and used Visio to generate task sequence diagrams for US Navy Air mission planning.
• Generated wireframes demonstrating how interface design concepts could translate from desktop to mobile/tablet.
• Developed a modular framework for simulating task network models, incorporating agent-based modeling features.

SALESFORCE ADMINISTRATOR • COCOUNSELOR
Fall 2014 – Summer 2016

• Provided training and technical support to end users of a cloud-based law practice management solution.
• Implemented a knowledge base and issue-tracking system.
• Leveraged Salesforce’s declarative development suite to deliver custom solutions to preferred clients.
• Prototyped alternative information architecture schemas.
• Managed the deployment of patch updates and bugfixes.

RESEARCH ASSISTANT • UNC SOMATOSENSORY RESEARCH LAB
Fall 2012 – Spring 2013

• Coordinated experimental research on the neural relationship between pain and the sensation of heat, using human subjects.
• Used statistical methods to analyze the collected data, and interpreted the results into research findings.

EDUCATION

M.S. HUMAN-COMPUTER INTERACTION • GEORGIA TECH
Fall 2016 – Spring 2018

B.S. PSYCHOLOGY, B.A. HISTORY • UNC CHAPEL HILL
Fall 2009 – Spring 2013

INTERESTS

• Human systems engineering
• Modeling and simulation
• Information architecture
• Engineering psychology
• Educational games

• Cognitive science
• Philosophy of mind
• World history
• Geography
• Football (soccer)
RUICHEN MENG  UX Researcher, Product Designer

- Passionate in user experience design, data visualization and front-end development
- Experienced in digital and industrial design, interaction design and user research

Education

**Georgia Institute of Technology**
M.S. Human-Computer Interaction | May 2018

**Zhejiang University**
B.A. Industrial Design | 2012 - 2016

Skills

**Design**
Wireframing, Prototyping, Modeling, Sketching

**User Research**
Contextual Inquiry, Persona, Cognitive Walkthrough
Heuristic Evaluation, Usability Testing

**Software**
Photoshop, Illustrator, After Effects, Sketch
Axure, Rhinoceros, Keyshot

**Programming**
HTML / CSS, Javascript, AngularJs
Arduino, Processing

Honors

**Lite-On Innovation Design Award**
Projector Corner Mirror | Sep 2015

**Reddot Concept Design Award**
Timing Pill Jar | Jun 2015

**Grand Prize in Taihu Award**
Self-Circulate Public Bike System | May 2015

Experience

**Microsoft Research Asia**  |  Beijing, China
Interaction Design Intern  |  Sep 2015 - Nov 2015
- Designed and programmed responsive web interfaces
- Conducted data analysis and data visualization

**Lenovo Research & Development**  |  Beijing, China
- Performed full cycle of user-centered design for a driver application, including user need analysis, prototyping and testing
- Cooperated with software engineers for product iteration

Projects

**Exploring 3D interactions on wearable devices**
2018 CHI Conference  |  June 2017 - Present
- This research project aimed to extend the input of wearables to a larger space that has the potential to support a richer set of input gestures
- Involved in concept design, hardware prototyping and user testing
- The paper of this project has been accepted by 2018 ACM CHI Conference

**Sleepcaster : Sleep management solution**
Georgia Tech  |  Sep 2016 - Dec 2016
- Designed an application that allows college students to manage their sleep time and predict their future workload
- Participated in ideation, user research, evaluation and usability test

**Microsoft Dictionary : Enhanced Searching Experience**
Microsoft Research Asia  |  Sep 2015 - Nov 2015
- Participated in designing and programming a website for acronym searching
- Involved in interaction design, information integration, prototyping and front-end developing

View more projects in my portfolio: www.ruichen.info
I aim to design compelling experiences by taking insights from user research and synthesizing them into actionable imperatives. I hope to build a career in design strategy for experience/service design.

Master of Industrial Design | Georgia Institute of Technology | Graduation: May 2018
Areas of study: user ethnography, service/experience design, design for small business needs, interactive environments, design for social change.

Certificate in Design Entrepreneurship | Pratt Institute | 2014
Topics covered: creating a business plan, financial planning, contract negotiation, horizon road mapping.

B.A. Film/Video | Columbia College Chicago | Graduated 2008
Focus on production design. Graduated with honors.

UX Intern | First Data Innovation Lab | June 2017 - August 2017
Led project seeking to assess opportunities around use of digital assistants for financial tasks. Functioned as project manager, key researcher, and experience-prototype designer.
Contributed to user research, persona definition, and ideation sessions for a retail customer experience project. Used Proto.io and Sketch to assist lead designer in build of mobile prototype.

Design Thinking Coach | Innovators Atlanta | March 2016 - Present
Coached teams in design thinking methods applicable to their work. Groups have included: Atlanta K-12 Design Challenge, Arthur Blank Foundation, First Data Corporation, Emory University EMBA and more.

Graduate Teaching Assistant | Georgia Tech | Jan 2016 - Present
Mentored students in use of qualitative and quantitative research in their design practice (strong focus on qualitative techniques).
Taught lectures on quantitative analysis, film making, and narrative analysis.

User Experience Research Intern | First Data Innovation Lab | June 2016 - August 2016
Designed and led a need-finding research study around consumer shopping behavior.
Contributed to comparative intelligence initiative to discover opportunity areas for the company.
Assisted with light usability research sessions for banking website/app, led back room debriefing sessions.

Props and Set Decoration | Film and Television Industry | 2009 - 2015
Managed team of prop assistants, delegating tasks and ensuring quality work.
Assisted with design and fabrication of props, working within schedule and budget.
Selected Titles: Girls (HBO), Forever (NBC), Alpha House (Amazon), Power (STARZ), Killing Them Softly (film), Jeff Who Lives at Home (film), Treme (HBO)

Software: Photoshop, Illustrator, InDesign, After Effects, Premier Pro, Fusion 360 (member of Autodesk hackathon winning team at Georgia Tech Spring 2016), Sketch, Some experience with Proto.io, Axure.

User Experience: Qualitative and quantitative research methods, research debriefing, insight analysis and synthesis, concept ideation and testing, light usability testing.

Prototyping: Experience prototypes, story boarding, digital prototypes, body storming, service design frameworks, 3D printing, skill with many tools and materials for physical prototyping in low to high fidelity.

Other Useful Tidbits: Film, photography, design thinking, coaching and mentoring, interested in multi-sensory design, and use of critical theory in design.
Jayanth Mohana Krishna
System Architecture | User Experience | Internet of Things

Education

MS in Human Computer Interaction
Georgia Institute of Technology, Atlanta GA
Aug 2016 - May 2018
GPA: 4.0

BE in Computer Science and Engineering
NIE Institute of Technology, Mysore, India
Aug 2010 - May 2014
77% (Equiv 4.0)

Professional Experience

Graduate Research Assistant
Research Network Operations Center, Atlanta GA
May 2017 - May 2018
- Worked in Platforms and Services team, designing and developing APIs for student and researcher use
- Currently involved in porting, containerizing and documenting legacy applications on the Georgia Tech mobile site

Services Information Developer
Hewlett Packard Enterprise, Bangalore, India
Aug 2014 - May 2016
- Coordinating with a global team for operations for a suite of mobile apps for retail use for a Fortune 50 client
- Proactively automated several workflows, resulting in 35% improvement in SLA, 20% jump in process compliance, and vastly reduced FTE hours

Projects

Data Driven Smart Home
- Discovering pain points in installing, usage and networking of smart home devices, to create a Machine Learning assisted engine and a system architecture for implementers
- Research and work on communication stacks like Zigbee, Z-wave, Bluetooth etc.,

Seeing Like a Bike
- Retrofitted a bicycle with additional sensors to detect surface quality, air quality and proximity
- System implementation for data collection, relay and communication
- Collected data will be used to drive policy on improving biking infrastructure in Atlanta

Interactive Beltline Display
- Designing an at-a-glance LED display to show the ‘vibe’ of a neighborhood on the Beltline
- LEDs are driven through a wireless sensor module measuring light, noise and motion
- Designed to promote curiosity and connect communities along Atlanta Beltline

Paperless One Dashboard
- Designed and implemented a complete operations dashboard with personalized task assignment and service ticket alert
- Wireframed, designed and developed the front end based on extensive user research
- Saved hundreds of hours of effort for incident, problem and change managers

Skills

Prototyping
- Arduino
- Raspberry Pi
- Paper and foam prototyping
- Autodesk Inventor and SolidWorks
- Sensor interfacing

User Research
- Competitive analysis
- Contextual methods
- Participatory design
- Usability testing

Mockups
- Sketch
- InVision
- Balsamiq
- Axure RP
- Framer.js

Platforms
- Apache
- Docker
- LAMP and MEAN stack

Programming
- Machine Learning
- Artificial Intelligence
- RESTful APIs
- HTML5, CSS3, JavaScript
- jQuery, AJAX
- SQL, NoSQL
- C, C++, Java
- Python, PHP, Bash
- Git, SVN

Design
- Adobe Creative Suite
- Tableau, QlikView
- Bootstrap, D3

Miscellaneous
- Cognitive Science
- Information Visualization
- Interactive Environments
- Automation
- Civic Hackathons
- Data Analytics

Recognition

Convergence Innovation Competition
In socio-technical systems category for Interactive Beltline Display, Georgia Tech

Process Champion Award, Aug 2014
For Timesheet Reminder tool, Hewlett Packard

Infosys Project Innovation Award 2014
For Internet Controlled Switch, Infosys Limited

TCS Tech Bytes Quiz 2013
Zonal and state level technology quiz, BITES and Tata Consultancy Services
JORDAN MOVISH
UX DESIGNER

Looking for UX / Product Design opportunities starting Summer 2018

EXPERIENCE

SPARKS GROVE EXPERIENCE DESIGN
UX Design Intern
Designed functional mobile and web prototypes for product website
Balanced bold ideas with retail industry best practices
Designed Amazon sales content, iconography, and banner advertisements
Developed digital engagement strategies, defined KPIs

Asset Management Group
Investment Research Manager
Created and operated private education consulting company
Developed investment strategies based on market data analysis
Designed schematics to manage customer experience and asset retention

JEM CONSULTING
Founder, Owner, Educator
Created and operated private education consulting company
High Client Retention - 85% of clients from ’14 to ’16 scheduled 5+ sessions
Reputation for Success - 70% of new clients in ’15 and ’16 from client referrals

EDUCATION

GEORGIA INSTITUTE OF TECHNOLOGY
Masters in Human Computer Interaction (MS-HCI)
GPA 4.0 / 4.0

UNIVERSITY OF MICHIGAN
Bachelor of Arts in Sociology and Economics
Lloyd Hall Creative Writing Scholar
Sociology Department Tutor

PROJECTS

Designing a Digital Experience for Moe’s Restaurant
Fall 2017 - Current
Working with Focus Brands as part of Master’s Project
Building a holistic solution to improve the takeout / pickup experience

Responsive Website, Brand Content for Georgia Pacific
Summer 2017
Designed functional mobile and web prototypes for product website
Balanced bold ideas with retail industry best practices

Reimagining the Macy’s Retail Experience
Spring 2017
UX / Service Design, Team Leader
End-to-end design concept for Macy’s retail customer experience in five years
Developed interfaces, physical touchpoints, maps, change management plan

Video Coding Tool for Creative Sense-Making
Fall 2016
UX Research and Design
Research and design of video coding tool, new functionalities and controls
Research paper accepted to 2017 ICCC Conference on Computational Creativity

CONTACT
EMAIL jordan@jmovish.com
PHONE 847 - 942 - 1595
LINKEDIN /in/jmovish
PORTFOLIO jmovish.com

SKILLS
Interface Design
Responsive Web Design
UX Architecture
Service and Experience Design
Consumer Psychology
Microinteractions
ROI-Based Design
Team Management
Ideation and Brainstorming
Group Facilitation
Data and Market Analysis
Usability Testing

SOFTWARE
Sketch
Principle
Adobe Illustrator
Adobe After Effects
Adobe InDesign
Axure
Webflow
Flinto
HTML5 / CSS
Fusion 360
SPSS
Google Analytics

LOOKING FOR UX / PRODUCT DESIGN OPPORTUNITIES STARTING SUMMER 2018
EDUCATION

2015 - 2018  Master of Industrial Design
Georgia Institute of Technology, Atlanta, USA

2010 - 2014  Bachelor of Engineering, Mechatronics
Manipal Institute of Technology, Manipal, India

WORK EXPERIENCE

Fall 2017  Graduate Research Assistant
Georgia Institute of Technology, Atlanta, USA
I am currently assisting the College of Design in setting up their interaction design lab. Additionally, I research tangible autonomous car user interfaces.

Summer 2017  Undergraduate Student Instructor
Georgia Institute of Technology, Atlanta, USA
I continued with my responsibilities as instructor and taught VDT for the early short summer term at Georgia Tech.

Spring 2017  Undergraduate Student Instructor
Georgia Institute of Technology, Atlanta, USA
Having succeeded at a number visual communication courses, and at my teaching assistantship, I was offered the position of instructor for an undergraduate level sketching course.

Fall 2016  Graduate Teaching Assistant
Georgia Institute of Technology, Atlanta, USA
I was the graduate teaching assistant for Visual Design Thinking. A course that introduces techniques which enables designers in building a vocabulary to support effective visual communication.

Spring 2014  Product Design Intern
Barsys LLC, New Delhi, India
Visualised prototypes on 3D CAD software, assisted in market research, and providing aesthetic input on the product’s appearance.

ABOUT

Name: Pranav Nair
DOB: 01/31/1992
Nationality: Indian
Availability: May 2018, Full Time

DESIGN PRINCIPLE

“A good designer shows people what they already expect too see, but a great designer is able to amaze them by showing them something new, something that enables them to be better than who they were before encountering the designer’s work.”

PROFESSIONAL SKILLS

<table>
<thead>
<tr>
<th>Skill</th>
<th>Percentage</th>
</tr>
</thead>
<tbody>
<tr>
<td>Service Design</td>
<td>100%</td>
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<tr>
<td>Design Research</td>
<td>80%</td>
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<tr>
<td>UI/UX</td>
<td>90%</td>
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<tr>
<td>Fabrication</td>
<td>70%</td>
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<tr>
<td>Prototyping</td>
<td>100%</td>
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<tr>
<td>Storyboarding</td>
<td>100%</td>
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<tr>
<td>Video Editing</td>
<td>80%</td>
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<td>Adobe Suite</td>
<td>90%</td>
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<td>Sketch App</td>
<td>80%</td>
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<tr>
<td>Arduino CC</td>
<td>80%</td>
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<tr>
<td>CAD Modelling</td>
<td>90%</td>
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<td>Unity</td>
<td>70%</td>
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<tr>
<td>ID Sketching</td>
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</tbody>
</table>

AWARDS

Toyota Mobility Challenge, Winner
Volkswagen AI Challenge, Finalist

REFERENCES

Available upon request
VARUN NAMBIAR
Industrial Design
varunnambiar.com

Education

Georgia Institute of Technology
Master of Industrial Design
2016 - 2019 (est)

Vellore Institute of Technology
Bachelor of Technology
Mechanical Engineering
(Specialization in Automotive Engineering)
2012 - 2016

Experience

Graduate Teaching Assistant / Visual Design Thinking Jan 2017 - Present
Georgia Institute of Technology Atlanta, GA
A sketching and illustration course for undergraduate ID majors and minor students.

Intern / Sales and Marketing Jun 2014 - Aug 2014
Honda Cars India Limited New Delhi, India
Involved with all the sales and marketing procedures and techniques used to promote sales of Honda vehicles in India.

Intern / Powertrain Operations Dec 2013
Ford Motor Company Chennai, India
Involved with procedures related to manufacture and assembly of powertrain components for the Ford EcoSport Compact SUV.

Projects

Philips Respironics Wearable O₂ Concentrator Jan 2017 - May 2017
A semester long project where a Philips Simply Go Oxygen Concentrator was to be redesigned as a wearable device.

Delta Airlines Galley Redesign Nov 2016 - Dec 2016
A galley redesign for the 2018 Delta 777 fleet with the objective of increasing space and volume efficiency of the front, mid and aft galleys.

Awards

Autodesk Sustainability Challenge / First Place
A 24 hour design-a-thon hosted by Autodesk and Georgia Tech where participants were challenged to design a sustainable product based on a theme revealed during the event.

Skills

Fusion 360
Autodesk Alias
SolidWorks
Keyshot
Photoshop
Illustrator
InDesign
AfterEffects
Axure
Adobe XD
Proto.io

Languages
Fluent English
Basic German
Fluent Hindi

Contact

varun.nambiar.94@gmail.com
+1 404 940 3110
870 Mayson Turner Rd NW
Apt 1208
Atlanta GA - 30314
CHENAN NI
Industrial Designer

ABOUT ME

Chenan enjoys solving problems by combining technology and design. He believes that refinement comes from iterating with models and prototypes, discovering their shortcomings. Using his knowledge gained from exploring internal mechanisms, Chenan creates innovative products with streamlined aesthetics.

EXPERIENCE

Shanghai MOMA design
Industrial Design Dec 2014 - Aug 2015
Took charge of the whole process of product design, including communication with customers, market research, brain storming, sketching, 3d modelling, rendering

Philips Lighting Shanghai
Industrial Design Freelance Apr 2015
Joined the design of lightenings including sketching, brain storming, modelling and rendering

I-HE design
Graphic Design, Industrial Design June 2014 - Sep 2014
Responsible for graphic and package design, including market research, user reasearch and follow-up the user testing and user feed-back

EDUCATION

Georgia Institute of Technology
Master of Industrial Design Aug 2016 - May 2018

East China University of Sci & Tech
Bachelor of Art in Industrial Design Sep 2011 - June 2015

CONTACT

ni53311@gmail.com
678-313-2336
chenandesign.com
Atlanta, GA

HONORS

Red Dot Award 2014
Honorable Mention

National Youth Designer Work Camp
1st Place Winner

Shanghai Drafting Competition
Group Second Prize 2014

East China University of Sci & Tech
Second Prize Scholarship ( 10% )
Third Prize Scholarship ( 30% ) Twice

SKILLS

Design Story Boarding
Sketching Brainstorming

Research Ethnography
User Study
User Experience Study

Software Rhino
Solidworks
Keyshot
Adobe CC

Crafting Wood Working
Metal Working
3D Printing
Laser Cutting

PASSIONS

Product Design
Interaction Design
User Experience Design
NIKHILA NYAPATHY
Connecting with people to make their lives better through good design

NIKHILA NYAPATHY
Connecting with people to make their lives better through good design

EDUCATION

Georgia Institute of Technology
M.S, Human Computer Interaction
August 2017 - May 2019 (expected)
GPA: 4/4

SRM University
B. Tech Computer Science & Engineering
July 2010 - May 2014
CGPA: 9.45/10

University of Wisconsin Madison
Visiting International Student Program
September 2012 - December 2012
GPA: 3.66/4

SKILLS

Design
Prototyping
Wireframing
Storyboarding
Sketching

Tools
Balsamiq
InVision
Sketch
Figma
Illustrator
ProtoPie
Framer.js
Fusion360

Research
Usability testing
Card sorting
Contextual Inquiry
Personas
Affinity diagram
Survey design
Interviews
Cognitive walkthrough
Hueristic evaluation

Programming
JavaScript
HTML5
CSS
Python

AWARDS

3rd rank in the Computer Science department during undergrad

EXPERIENCE

Associate Developer – SAP Labs India Pvt. Ltd
July 2014 – June 2017
• Worked on providing a smooth user experience to users of the Software Logistics toolset by building a UI to unify the look and feel across the tools. Built using SAPUI5, a JavaScript based framework. Developed testing infrastructure using Selenium and Jasmine.
• Contributed to building a UI for a tool using SAPUI5 and Django

Student Intern – SAP Labs India Pvt. Ltd
January 2014 - May 2014
• Developed the backend of Software Logistics Process Repository using ABAP

SELECTED PROJECTS

Prezent – Georgia Tech
August 2017 - December 2017
App to make the experience of selecting a gift for a person fun and less stressful
• Brainstormed design alternatives and created sketches and wireframes after conducting extensive user research
• Developed high fidelity interactive prototypes for user evaluation

Gaming mouse purchase – Georgia Tech
August 2017 - December 2017
Website add-on aimed at improving the experience of purchasing a gaming mouse
• Conducted user research (surveys, contextual inquiries, interviews) to develop user needs and requirements
• Developed sketches and prototypes for user feedback sessions
• Conducted expert and user based evaluation

medMinder app & 3D model – Georgia Tech
August 2017 - December 2017
Device and app to help patients and their caregivers track medication
• Designed wireframes and prototypes for an app to help track patients’ medication using Balsamiq, Sketch and InVision
• Conceptualized a 3D model using Fusion360 to be worn by the patient for medication alerts

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nikhilanyapathy.com
nikhila.nyapathy@gmail.com
Connecting with people to make their lives better through good design

NIKHILA NYAPATHY
EXPERIENCE

Digital Integrative Liberal Arts Center, Georgia Tech | Aug ’16-Present
Graduate Fellow & Research Assistant
- Explore how new media transform humanistic research questions by assisting humanities faculty with integrating technology into projects
- Determine most effective topic model and metadata visualizations through designs for 19th-century anti-slavery newspapers
- Craft lab’s story and brand to increase awareness and collaboration

Net Impact | Oct’17-Present
Food Fellow
- Increase distribution efficiency of non-profit that forages local produce for Atlanta homeless shelters and food pantries
- Collaborate with cohort and local community for larger social impact

Capital One | McLean, VA | June ’17-Aug ’17
Experience Design Intern
- Alleviated pain points in team’s design process, focusing on close-out
- Aligned Capital One’s digital card services to how customers perceive their relationship with money by making mental model diagrams as design guides
- Justified business and customer needs for design changes through storytelling with future use cases

Facebook | May ’17 - June ’17
Content Strategy Fellow
- Learned how content strategy functions in a social media organization
- Discovered new tools and methods at Confab Central conference

Office of Communications, Davidson College | July ’13-July ’16
Assistant Director of Digital Communications (Beginning April 2015)
Digital Communications Coordinator
- Created stories through multimedia content for website + social media
- Guided content strategy with web/social analytics and qualitative feedback
- Managed institutional social media accounts; contact for 75 departments
  - Increased engagement rate on all channels; 3.6 - 6.3% on Instagram
  - Exceeded donor goal 9% for social media-based one-day fundraiser
- Pitched stories to local, regional, and national media outlets

AWARDS & ACTIVITIES

GVU Distinguished Master’s Award | ‘17
Recipient
Selected to receive an award that recognizes top graduate students creating human-centered computing-powered innovations

HCI Graduate Council | Atlanta, GA | Jan ’17-Present
Elected Member
Act as liaison between HCI program students and administration to initiate and execute changes that improve the student experience

Center for the Visually Impaired | Atlanta, GA | Dec ‘16-Present
Volunteer
Work with age K-5 students with visual impairments in the afterschool program to assist with social, technical and everyday skills

SKILLS

Research
Contextual Inquiry
Ethnography
Task Analysis
Usability Test (Morae)
Interview
Survey
Literature Review
Participatory Design
Heuristic Evaluation
Performance-Based Metrics

Design & Web Tools
Adobe Premiere/Photoshop
Sketch
InVision
Wordpress/Ingeniux/Drupal
HTML/CSS/Mathematica (Basic)
POP Prototyping
Principle

Web & Social Analysis
Hootsuite
Sprout Social
Iconosquare
Google Analytics
Cision

EDUCATION

Georgia Institute of Technology
MS Human-Computer Interaction
GPA: 4.0/4.0
Expected May 2018 | Atlanta, GA

Davidson College
BA Art History, Spanish Minor
GPA: 3.68/4.0, Cum Laude
May 2013 | Davidson, NC

University of Virginia
Hispanic Studies Program
GPA: 3.88/4.0
Fall 2011 | Valencia, Spain

COURSEWORK

Psychology Research Methods
Service Design
Information Visualization
Sonification Lab R&D
Principles of Interaction Design
Strategic Design Language
Akhil Oswal

EXPERIENCE DESIGN
INTERACTION DESIGN

ABOUT
I am a UX designer with 3 years of work experience, seeking a full-time opportunity starting May 2018.

Interests: UX Research, UX Design, Interaction Design, Service Design


EXPERIENCE

- **NCR Corporation**
  UX Design Intern | Atlanta GA | May 17 - Aug 17
  Applied Service design methodologies to research, redesign and innovate on internal and client-facing processes at NCR. Designed and prototyped tools for better communication, storytelling and content management.

- **Aware Home, Georgia Tech**
  UX Designer & Developer | Atlanta GA | Sep 16 - *
  Design and development of a Clinical user interface for data visualization of patient data coming from an instrumented Orthotic.

  Worked on projects at the Aware Home lab to research and design products for the elderly to support aging in place, using smart home technologies.

- **Quicksand Design Studio**
  UX Designer | Bangalore, India | Jan 14 - May 15
  Designed, developed and managed the web-presence of the company as well as its projects. Created interactive websites and informative websites for Quicksand and the UnBox Festival.

  Participated in ethnographic research and market research for a service and strategic design project in the financial sector; spanning over 10 cities and 60 users.

  Designed and developed a web-based application to easily navigate and browse user stories and insights through an efficient filtering system.

- **Shopsense Retail Technologies**
  Shopsense Co, Mumbai India | May 13 - Sep 13
  Assisted with design and developed the company website. Conducted user research and designed user interfaces for an ongoing project.

EDUCATION

- **Master of Industrial Design**
  Georgia Institute of Technology | Aug 15 - May 18

- **B.E. Electrical Engineering**
  BITS Pilani, Goa, India | Aug 08 - Dec 12

PROJECTS

- **Portfolio**: http://akhil.myportfolio.com/

- **AR/VR tool to communicate customer experience and business value**
  Master’s Project, Georgia Tech | Aug 17 - May
  Understanding the potential of modern visualization technologies as a communication tool in businesses such as retail, to foster innovation, customer experience and collaboration.

- **Peregrine: Tourism Service for 2026**
  Studio Project, Georgia Tech | Sep 16 - Dec 16
  Designed a service for the future of the travel and tourism industry, harnessing technologies of Mixed Reality and Self-driving cars to create personalized, immersive and memorable travel experiences.

  Awarded 4th Place in the International AI Challenge by Volkswagen Financial Services.

- **Clinical User Interface for visualizing patient data**
  GRA Project, Georgia Tech | Jan 17 - *
  Designed and developed an Android application to visualize patient data coming from an instrumented Ankle Foot Orthotic. The app is designed to assist and instruct clinicians perform trials on patients, record, visualize and understand the information to make informed suggestions for orthotics.
MORGAN OTT
User Experience Designer

EXPERIENCE
Enterprise User Experience Intern
The Home Depot | May 2017 - Present
- Use VR as a tool to explore innovative warehouse training and ultimately eliminate third party software
- Participate in design critiques for feedback throughout iterations
- Conduct usability tests and user interviews
- Work in an Agile Environment focusing on a Minimum Viable Product
- Created a tool that allows managers to accept requests across teams and departments within supply chain, those requests feed into a preexisting agile tool
- Chosen to extend internship to off-site Innovation center

Digital Communication Specialist
Center for Excellence in Teaching and Learning | Sep 2016 - May 2017
- Designed a pilot campus wide publication
- Created graphics to promote the center
- Developed an Infographic Syllabus as a template for the center to show to future faculty
- Managed center event calendar and conferences

SELECTED PROJECTS
Panoptic
2017 HackATL Participant | Nov 2017 - Present
UX Design
- Prototyped an application for businesses to track their internal research
- Focused on creating a viable business within 48 hours based on the Business Model Canvas

RipeNow
Georgia Institute of Technology | Aug 2017 - Dec 2017
UX Design | UX Researcher
- Utilized ubiquitous computing techniques to design a system for gaging produce ripeness
- Designed a physical and digital solution
- Worked in an iterative manner to reach a viable product

LEAF a place for Storis
UX Design | Visual Design
- Participated in the 2017 Disney Imaginations competition
- Designed an outdoor communal space on a college campus
- Created an interactive storytelling experience which facilitated community building

EDUCATION
Human Computer Interaction
M.S.
Georgia Institute of Technology
May 2019 (expected)

New Media Arts B.A.
Kennesaw State University
May 2017
Summa Cum Laude

SKILLS & TOOLS
Design
Sketch
Axure
Invision
Principle
Illustrator
InDesign
Photoshop
Solidworks
Physical Prototyping

User Research
Usability Testing
Affinity Diagramming
Interviews
Contextual Inquiry
Observation
Eye Tracking Studies
Heuristic Evaluation
Cognitive Walkthrough
Task Analysis

Development
HTML5 + CSS
C#
Unity
Javascript
Yingxiao Ouyang (Luna)
Seeking Interaction Design/ UX Design Intern Position

Eduction

- **Georgia Institute of Technology**
  - MS Human-Computer Interaction
  - MID Industrial Design
  - Atlanta, GA
  - 2015-2019

- **South China University of Technology**
  - BE Industrial Design
  - Guangzhou, China
  - 2011-2015

Experience

- **Electrolux Group**
  - UX Design Intern
  - Charlotte, NC
  - 2017.01-2017.05
  - Participated in usability testing; Created *Laundry Center Series, Pilot Series* washer and dryer panel interface task flow charts; Created Interaction Specs of these two products for engineers to develop;
  - Conducted heuristic evaluations; Created wireframes and paper prototypes to improve Freezer to Fridge button interface design to decrease the marketing expenses cost by customer calls.

- **Leadtime Inc.**
  - Web Design Intern
  - Atlanta, GA
  - 2016.09-2016.12
  - Designed Mascot *Drake the Owl*, infographics, e-books and other marketing materials to boost brand awareness on social media.

- **NanoResearch Inc.**
  - Industrial Design Intern
  - Atlanta, GA
  - 2016.05-2016.09
  - Conducted pilot user interviews at Austin Smart City Expo with the Intelligent Battery Energy Storage System and redesigned its form.

Projects

- **CinemAll App**
  - An app that enhance movie watch experience for movie-goers with visual impairment to improve theater ticket sales.

- **Bias Alert Design at Info Vis Lab**
  - Generated bias-alert design alternatives to assist a PhD’s research.

- **Sephora Perfume Purchase Experience Redesign**
  - Redesigned Sephora website to improve perfume online sales.

Skillsets

- User Research
  - Interview
  - Contextual Inquiry
  - Affinity Mapping
  - Surveys
  - Journey Map
  - Storyboard

- Interface Prototyping
  - Balsamiq
  - Sketch
  - Invision
  - Axure
  - Framer
  - After Effects
  - HTML/CSS/JavaScript
  - Bootstrap
  - Arduino

- Usability Testing
  - A/B Testing
  - Benchmarking Tasks
  - Think-aloud

Honors

- **First Prize**
  - Tunghai Internation Design Workshop

- **Second Prize**
  - Undergraduate Project at South China University of Technology
Do Hee Park
Research Designer

1000 Northside DR NW, Apt 1223,
Atlanta GA, 30318
917.717.9402
dpark326@gatech.edu

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Skills

**Languages:** English/Korean (fluent)
French/Serbian (Intermediate Knowledge)

**Technology:**
Adobe Creative Suite
Microsoft Office Suite
IGOR
MATLAB
Processing (programming language)
Arduino

**Interests:**
Violin
Composing
Programming
Sketching Prototypes

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Experience

**Georgia Tech School of Design / Interactive Product Designer**
SEPTEMBER 2017 - PRESENT, Atlanta, GA

- Designed the “I don’t give a Frappe” interactive coffee shop game that incorporates both brain training and physical movement
- Designed the “Nori Timer” for Autistic Children/adults using Arduino to help them to transition from desirable task to undesirable one or vice versa
- Pitched/Researched idea for interactive pet “Sujiya!” to give emotional/social interaction support for Autistic children

**New York University School of Medicine Department of Microbiology / Assistant Research Technician**
OCTOBER 2016 - JUNE 2017, New York, NY

- Trained to implement chronic model of Chagas disease in mice and test several drug compounds provided by GlaxoSmithKline (will publish a paper next year)
- Trained to take out the cerebral malaria infected mice brains
- Learned to culture specific cells such as LLCMK2 and NIH3T3 cell lines to infect LLCMK2/NIH3T3 cell lines and also do Vitro assays with T Cruzi parasites
- Learned to culture plasmodium falciparum parasite and to do
Giemsa using the parasite infected mice
• Data analysis on the results using Microsoft excel and MATLAB to create graphs/illustrations

New York University School of Medicine Department of Neuroscience and Physiology / Research Assistant
JANUARY 2014 - SEPTEMBER 2016, New York, NY
• Trained Rats on Behavioral paradigms and did brain surgery on them to record and observe their neuronal activity
• Assisted data analysis on the simple and complex spikes of the Purkinje cells/Nuclei cells by using IGOR program
• Learned complex skills to fabricate electrophysiological recording supplies

Education
Georgia Institute of Technology / M.I.D in Industrial Design
2017 - PRESENT, Atlanta, GA

New York University / B.S in Neuroscience, Minor in Chemistry
2012 - 2016, New York, NY
Academic Dean’s List (2015 - 2016)

Leadership
Georgia Tech Interactive Product Design Lab / Mentor
SEPTEMBER 2017 - PRESENT, Atlanta, GA

Ballroom Dance Instructor at Dance with Me NYC / Instructor
SEPTEMBER 2012 - DECEMBER 2016, New York, NY

New York University Center for Multicultural Education / Mentor – It Takes a Village Program
OCTOBER 2013 - FEBRUARY 2014, New York, NY

Music Performance / NYU Symphony Solo Violinist
SEPTEMBER 2011 - DECEMBER 2014, New York, NY

Competitions
Graphis New Talent Annual 2018
New York, NY
• Featured in Graphis Website
• Essential Visual Forms
Designed digital poster that shows a sense of good/stable visual forms by using geometric shapes that carries the Concepts of proportion, axial relationships, intersection, and contrast.
UX Researcher + Business Analyst

Relevant Skills:

**SKILLS**

**RESEARCH**
- Contextual Inquiry
- Artifact Analysis
- Deep Lit. Review
- Survey Design
- Interviewing
- Quantitative Analysis
- Affinity Diagramming
- Personas
- Storyboarding
- Sketching
- Wireframing
- Heuristic Evaluation
- Usability Testing

**TOOLS**
- Balsamiq
- InVision
- InDesign
- Illustrator
- Excel
- SPSS

**BUSINESS**
- Public Speaking
- Technical Writing
- Sales
- Info Visualization
- Regression Modeling
- Web Analytics

**EXTRA**
- Sartorialist
- Mixologist
- Widely Listened

**EDUCATION**

**Georgia Institute of Technology**
- Human Computer Interaction
  - Master of Science
  - Psychology Track
  - GPA 4.0 / 4.0
  - May 2019

**Carnegie Mellon University**
- Business Administration
  - Bachelor of Science
  - Marketing Track
  - Minor in Innovation, & Economic Development
  - May 2013

**EXPERIENCE**

**SENIOR**
- CLIENT INSIGHT ANALYST
  - comScore inc.
  - 2015 - 2017
  - New York City

  - Directly supported Advertising Effectiveness team’s single largest client and largest digital advertiser in the US, P&G.
  - Developed and detailed future product functionality and UX improvement suggestions.

- CLIENT INSIGHT ANALYST
  - comScore inc.
  - 2013 - 2015
  - New York City

  - Taught stakeholders how to dissect and pull meaning from large nuanced data sets.
  - Troubleshot clients, vendors, and partners’ intricate technical tagging, compatibility, and measurements issues.

- SEARCH & MEDIA
  - JUNIOR ASSOCIATE
  - Rosetta (a Publicis company)
  - 2012 Summer
  - Cleveland

  - Customized hyper-local SEO for clients Marriott, Ritz Carlton, and Renaissance hotels.

**PROJECTS**

**FOUNDER**
- Great Mistakes Inc.
  - 2014 - Present
  - Nationwide

  - Run bi-monthly thought collaboration sessions with exceptional creative minds and makers.
  - Emphasize unrestricted ideation and positively minded iteration based on members’ idea journals.

**FOUNDER, PRODUCT MANAGER**
- Midnight Madness Distilling
  - 2012 - 2013
  - Pittsburgh

  - Worked closely with boutique design firm to create absinthe brand book, bottle, and label.
  - Analyzed growth opportunities through diligent research of market and industry trends.
EDUCATION
Georgia Institute of Technology
- M.S. in Human-Computer Interaction
  August 2017 – Present
- B.S. in Computer Science with Honors
  August 2013 – May 2017

SKILLS
Software: Adobe Photoshop, Adobe Illustrator, Balsamiq, Sketch, Axure
Programming: Python, Java, Javascript, HTML, CSS, PHP, MySQL
Design: Wireframing, Prototyping, Accessibility, Storyboarding, User-Centered Design
User Research: Interviewing, Competitive Analysis, Persona Development, Usability Testing

PROFESSIONAL EXPERIENCE
Georgia Institute of Technology, Graduate Teaching Assistant
- CS 3750 (User Interface Design) - Advised student teams as they followed the design process.
- Helped develop new coursework to reflect industry trends.

VISA Inc., Network Processing Intern
- Worked on the clearing and settlements software application configuring UI screens with the database.

AT&T, Student Co-op Technical 1
- Worked with the User Experience team to create prototypes, write protocols, and conduct user testing to improve the user experience for projects currently in development.
- Contributed to a project tracking web portal as a user experience designer, developer (ColdFusion and MySQL), quality tester, and project manager (interfacing between developers and clients).

MBA Business Software, Technical Intern
- Completed final design customizations on the new website, reformatted the database and the new data entry screen within the CRM.

PROJECTS
HCI Foundations - CinemAll
- Developed a project to tackle the problem of visually-impaired people’s experience at movie theaters.
- Developed usability guidelines, designed two alternative ideas, and prototyped a final design idea.

Senior Design - CarCare
- Worked with a team to develop an app to display historical and live-streaming data from a car using an OBD adapter. Designed the UI, prototyped the UI, helped design the system architecture, wrote technical documentation, and wrote code for the team.

UI Design - PetShare
- Followed the double diamond design process to tackle the problem of bringing animals to campus.
- Created personas, storyboards, design alternatives, and prototypes. Conducted user testing to evaluate the design.

Hack GT - TenForward
- Awarded best use of Microsoft product at the hackthon. App to bring together disparate home automation technologies using React and Microsoft Azure.

LEADERSHIP/AWARDS
- Girl Scout Gold Award
  January 2013
- Venturing Leadership Award
  January 2015
- GT Marching Band – Guard Captain
  Fall 2016- Spring 2017
- GT Technical Interview Practice Club – VP of Outreach
  Spring 2015
- National Youth Leadership Training – Youth Assistant Scoutmaster
  Summer 2010-2013
Devon Peet
UX Designer

Seeking full-time starting Summer 2018

dpeet@gatech.edu
DevonPeet.com

Education

Georgia Institute of Technology | May 2018
M.S. Human Computer Interaction | GPA 4.0
B.S. Computational Media | GPA 3.63, Highest Honors
Technology and Management Minor

Professional Experience

UX Engineering Intern
Salesforce, San Francisco, CA | Summer 2016 & 2017
• Researched and designed animation guidelines repository for the Salesforce Lightning Design System using React
• Designed and implemented process improvements for the Salesforce Lightning Design team
• Worked on non-visual interfaces (Slack, Alexa, etc) to better connect and surface information throughout the team

Teaching Assistant – UI Design
Georgia Tech, Atlanta, GA | Spring 2014, Fall 2015, Fall 2016
• Created teaching materials such as new assignments
• Regularly taught class
• Scheduled and maintained office hours to meet with students

Graduate Research Assistant
GTRI, Atlanta, GA | Fall 2016
• Researched expert military app user interfaces, including work-flows, wire-frames, and IA
• Designed high fidelity prototypes of new interfaces

Full Stack Developer
The Dog’s Place, Canton, GA | Spring 2016
• Contracted to improve current Cordova (iOS/Android) app, adding synchronization and web view
• Developed solution in Meteor, designing and managing full stack including mobile deployment

Invention Studio Lab Instructor
Georgia Tech, Atlanta, GA | Jan 2012 – May 2015
• Guided students in projects using tools such as a water jet, laser cutter, and CNC machine

IT Intern
Boeing, Seattle, WA & Charleston, SC | Summer & Fall 2014
• Developed and tested Lean style improvements for the Change and Release Management team

Leadership
• Eagle Scout
• Technical Interview Preparation Club - Founder and President (2015)
• GT Digital Effects and Animation Club - Founder and President (2012-2014)
• DramaTech - Business Manager - Managed Budget of over $50,000 (2012-2013)
• Marching Band Member (2004-2013)

Research & Projects

MS-HCI Research Project
Process improvement project to use semantic impressions while filming to programmatically develop a rough cut, saving filmmakers time and money.

Major Capstone - Undergraduate
Directed team prototyping assistive technology for search and rescue animals. Implemented an Android app showing dog positions using data from their vests.

Minor Capstone - Undergraduate
Worked with a cross discipline team for Elavon to develop an iPad application and business recommendations to improve the sales process.

Humans vs Zombies (HvZ) Kiosk
Performed ethnographic research and user interviews, created design alternatives, and prototyped a novel game mechanic for the campus HvZ (tag) game.

Children’s Healthcare Design Project
Worked with a multidisciplinary team improving hand hygiene. Pivoted midway to create a low cost clamp to attach hygiene stations to nurse computer stations.

Depth Touch Research Project
Semester long project researching and prototyping an alternate input method for smartwatches using depth cameras to sense input on the wearer’s arm.

Hack GT 2015 Hackathon
Prototyped a home automation system using an Azure Messaging Bus to centralize disparate devices.

GT RoboGames App
Built a web app in two days to allow digital scoring for a CoC Robotics outreach event.

Google Glass Police Concept App
Prototyped a concept app for use by the Georgia Tech Police Department to help during their daily policing.

Tools

Design
Photoshop
Illustrator
Sketch
Axure
Balsamiq
Invision

Programming
HTML/CSS
JavaScript
React
Python
Meteor
Java

User Research
Interviewing
Competitive Analysis
Contextual Interview
Persona Development
Usability Testing
Card Sort Testing

Skills

Design
Storyboarding
Wireframing
Animations
Accessibility
User-Centered Design
Affinity Mapping

[80]
SUMMARY
Looking to conduct user research that influences interactive product development. Driven, professional researcher with agile software development knowledge and an academic background in HCI, computer science, and psychology.

EMPLOYMENT HISTORY

RESEARCH CONTRACTOR
Over The Shoulder (Qualitative Research Company)
Chicago, IL • 2017
+ Conducted usability audits and reviewed consumer feedback to improve mobile application
+ Created wireframes and prototypes to improve company software
+ Wrote Python scripts to automate machine transcription processing

QUALITY ASSURANCE ENGINEER
AppFolio (Property Management Software Company)
Santa Barbara, CA • 2015-2016
+ Assisted user research, usability testing, and design ideation
+ Facilitated software development for payments infrastructure using agile methodologies
+ Created and executed exploratory testing plans for payments systems

RESEARCH EXPERIENCE

GRADUATE RESEARCH ASSISTANT
Georgia Tech Research Institute
August 2017 – Present
+ Worked to improve F16 display interface using: prototyping, wireframing, and usability tests
+ Conducted task analysis for mission planning project

RESEARCH ASSISTANT
Georgia Institute of Technology, Brain Lab
January 2018 – Present
+ Created ear electrode research procedure for brain computer interface
+ Implemented brain computer interface using OpenBCI, Arduino, and Python

RESEARCH ASSISTANT
For Professor Caitlin Kelleher, Washington University in St. Louis
Fall 2013 - Spring 2014
+ Led lab based A/B user experience studies to compare designs and determine missing features of software designed to introduce children to programming constructs
+ Used Java to help implement an interface for mentors to assist children learning to program

EDUCATION

MS in Human Computer Interaction
Expected Graduation Spring 2019
Georgia Institute of Technology

Certification In Web Development and Psychology
2017
Northwestern University

BA Psychology and Computer Science
2011-2015
Washington University in St. Louis
Noah Posner
www.noahposner.com

Education
Georgia Institute of Technology
- Masters of Science Human Computer Interaction - Interactive Computing 2016 - 2018
- Bachelor of Science Industrial Design 2007 - 2013
- Bachelor of Science Mechanical Engineering Highest Honors

Experience
Research Scientist I, Imagine Lab, Georgia Institute of Technology 2014-Present
- Design and fabricate digital and physical systems to collect, visualize and manipulate spatial data for urban planning.
- Design, prototyping, and iteration of tangible interfaces and interfaces for mobile apps, VR and AR.
- Responsible for in-house manufacturing. Build projects include 100+ ibeacons, drone photogrammetry for visualizing campus in 2020, interactive sandbox for gorilla data visualization increased interaction among students in Rwanda.
- Pilot, maintain and repair UAVs for aerial photography, videography and photogrammetry.
- Supervise train and manage design direction for students in builds of prototypes, brainstorming, and interfaces.
- Awarded a Research Teaching Fellowship to create and teach ID 3803 Modeling Making & Rapid Prototyping in the School of Industrial Design.
- CS 8803 Physical Prototyping for HCI in the School of Interactive Computing.

HMI Intern, Ford Motor Company 2012-2014
- Design and fabricate a table top buck for demonstrating, testing, and developing cluster and steering wheel interaction.
- Collaborate with designers to create physical prototypes of possible future interactions inside the automobile.

In-house Designer, Interactive Product Design Lab, Georgia Institute of Technology 2012-2014
- Guided and instructed student use of Lego Mindstorms, Arduino, RFID, basic electronics and circuit board assembly.
- Developed component database tracking system (SEED) used in the lab for project and tool management.

Design Engineer, Slingshot Product Development Group 2012, 2014
- Designed products for manufacture, created CAD, test rigs and built prototypes, participated in brainstorming and ideation.
- Performed quality control checks on manufactured parts, obtained quotes and specific details for manufactured components, and managed projects and clients.

Research Assistant, GVU, Georgia Institute of Technology 2009-2013
- Designed and built physical, electronic, and wearable prototypes for user studies for phd students.
- Created walking course that tracks users position for user studies.
- Conducted user studies in wearable computing and textile interfaces.
- Gave lectures, demonstrations, and workshops on 3D modeling and 3D printing.

Design Shop Assistant, College of Design, Georgia Institute of Technology 2009-2013
- Monitored and maintained student and machinery health in the College of Design model shop.
- Instructed Architecture, Industrial Design and Engineering students on proper use of tools, technique, and materials.
- Maintained, repaired, operated, and developed curriculum for department laser cutters and 3D printers.

Publications
“The Light Orchard: an Immersive Display Platform for Collaborative Tangible Interaction”
Clement Zheng, Heydn Ericson, James Hallam, Matthew Swarts, Noah Posner, Ellen Yi-Luen Do
Presented as a demo at ACM UBICOMP/ISWC 2017

“Game of Light: Modeling Diversity Through Participatory Interaction”
Clement Zheng, Heydn Ericson, James Hallam, Matthew Swarts, Noah Posner, Ellen Yi-Luen Do
Presented as an installation at ACM CHI 2017

Knowledge and Skills
Adobe Suite (Illustrator, Indesign, Photoshop)
3D modeling (Solidworks, 3ds Max)
Rendering (Photoview 360, Solidworks Visualize, Keyshot)
Unity (scripting, augmented reality, UI)
Iterative Modeling
Ideation & Brainstorming
Teaching
Fabrication (woodworking, machining, thermoforming, casting)
Rapid Prototyping (laser cutting, 3D printing)
3D printing (operation, maintenance, theory)
Desktop Modeling
Electronics Prototyping (Arduino, Processing, soldering, SMT)
Sketching
Short-run Production

Organizations
HCl Grad Student Council
Interface between students and administration

Yellow Jacket Archery Club
Advisor to Executive Board
BRIANNA PRITCHETT
UX Researcher | Seeking internship

EDUCATION
Georgia Institute of Technology, Expected 5/2019
M.S. Human-Computer Interaction
GPA 4.0/4.0

Carnegie Mellon University, 5/2015
B.S. Cognitive Science, Minor in Computer Science, University Honors
GPA 3.63/4.0

RESEARCH EXPERIENCE
Georgia Institute of Technology | Contextualized Support for Learning Lab
Research Assistant, 9/2017 - present
• Developing a new teacher dashboard for ebooks for computer science learning.
• Studying the relationships between socioeconomic status, spatial reasoning, and CS learning abilities.

Massachusetts Institute of Technology | Cognitive Linguistics Lab
Technical Assistant I, full-time 6/2015 - 7/2017
• Studied how language is processed in the brain using fMRI, heading projects from design through report.
• Made lab analysis pipeline more user-friendly to accommodate lab growth.
• Implemented complex statistical analyses for experiments across the lab.

Walt Disney Imagineering | Behavioral Economics Group
• Redesigned and ran a field study from data collection through report presentation.
• Analyzed a large-scale dataset and reported findings to senior researchers to inform next iteration of project.

Yale University | Clark Relationships Science Laboratory
Lab Assistant, 5/2014-8/2014
• Developed a new survey capability in Qualtrics, expanding research opportunities for multiple labs.
• Redesigned and ran an experiment studying the effects of online understanding and validation.

PROJECTS
Infograin | UX Research/Design
• In a group of 4, researched and designed a phone app to help students with dietary restrictions make informed meal decisions.

REI Backpack Finder | UX Research
• In a group of 5, researched and designed a web plugin to help novice campers find backpacking packs through REI's website.

SELECTED PUBLICATIONS

SKILLS
UX Methods
• Affinity Diagramming
• Cognitive Walkthrough
• Competitive analysis
• Contextual Inquiry
• Data Coding
• Ethnography
• Interviewing
• Literature Review
• Scenarios
• Storyboards
• Survey design
• Persona Creation
• User Journey

Tools
Statistical analysis
SPSS, R, Excel
Survey design/distribution
Qualtrics, Google Forms, Amazon Mechanical Turk
Prototyping
Sketch, InVision, Principle
Web design
Javascript, HTML, CSS, D3
Coding
Python, C, MATLAB, bash, SML

HONORS
• Finalist, Convergence Innovation Competition
• Dean's List High Honors
• Psi Chi, CMU Psychology
• Order of Omega, Greek Leadership Honor Society

INTERESTS
• Cosplay/Disneybounding
• Rowing
• Fitness and nutrition
• Read 50+ books last year
SAMANTAK RAY
EXPERIENCE DESIGNER | ELECTRONICS ENGINEER

EDUCATION
Georgia Tech, Atlanta.
M.S. Industrial Design 2019.
Georgia Tech, Atlanta.
B.S. Electrical Engineering 2016.

RESEARCH EXPERIENCE
Interaction Designer - Transportation Lab at Georgia Tech
August 2017 - Present | Atlanta, GA
- Proposed and prototyped interactive interiors for BMW’s autonomous car concepts.
- Developing VR sandbox for interaction designers in car industry.
- Consulting and collaborating with autonomous car startup, UISEE, on rider experience in on-demand vehicles.

Unity Developer & UX Researcher - 1³ Lab
August 2015 - August 2016 | Atlanta, GA
- Evaluating the effectiveness of mixed reality (MR) design representations of consumer electronic products.
- Developed a high fidelity, interactive MR model of a Sunbeam desktop heater in Unity 3D.
- Conducted validation studies to verify the MR model vs. traditional design representations.
- Presented research at International Conference on Engineering Design (ICED17), Vancouver.

SKILLS
Unity 3D, Physical Computing,
Rhino 3D, Adobe Creative Suite, Pitching, Design Thinking, AR/VR,
Copywriting.

EXTRA CURRICULAR
Exchange Host at OIE, Georgia Tech.

PROJECTS
Experience Designer - StoryCart
September 2017 - December 2017 | Atlanta
- UX lead for a interactive grocery store experience.
- Conducted user interviews to understand millennial customer’s grocery habits.
- Copywriting weaved a flowing story that engaged customers throughout their store visit.
- Modular design approach supported various stories and branding opportunities along with quick fabrication.

UX Researcher - RIC: Roadside Intervention Console
September 2017 - October 2017 | Atlanta GA
- Designed a novel concept application to mediate tensions in a roadside pullover, between driver and police officer.
- Conducted user interviews with 15 drivers about their pullover experiences.
- Received Honorable Mentions in Convergence Innovation Competition at Georgia Tech.
Phillip Isaac Roberts
UX => Design => Accessibility => Build
Tel. 404.538.5064  Email piroberts@gatech.edu
Website www.proberts.us
UX Design / Development, ICT Accessibility 504, 508, WCAG 2.0 consulting.

UX
Sketch
Axure
Omnigraffle
Invision

Programming
JavaScript
C#
PHP
GitHub

Web
HTML
CSS
VueJS
ReactJS
Amazon Web Services

Design
Photoshop
Illustrator

Misc.
Microsoft Office
Linux

Work
Lucena Research
UX/ Marketing Intern
August 2017 – (current)
Increased weekly visitors to website by 1166.67% (60 - 700) over 3 months. Designed presentation materials for Fintech and Machine Learning presentations.

AMAC Accessibility (Georgia Tech)
ICT Accessibility Auditor
January 2017 – August 2017
Provided programmatic accessibility audits, remediation, and education for universities, government organizations, and private charities.

City Publications
Web / Graphic Design & Advertising
August 2014 – September 2016
Redesign website, created email and print advertisements, and marketing materials for franchises throughout US.

Strategies Group
Marketing / Graphic Design Intern
April 2014 – August 2014
Created marketing materials and managed social media and email blasts and social media accounts.
Education

M.S. Human-Computer Interaction
Georgia Institute of Technology (May 2018)

B.A. Graphic Communications
Reinhardt University 2014
Digital Art Minor
Magnum Cum Laude
Student Scholar (90% of tuition paid through scholarships)

Honors

“Marta Way” Runner-Up (4th place)
Marta Hackathon Fall 2017
400 participants

Alpha Chi Honors Society
Reinhardt University 2013

Lambda Pi Eta Communications Honors Society
Reinhardt University 2013

Eagle Scout, Boy Scouts of America
2009

Publication

“The Unity Engine as an Extensible Platform: Findings from the System for Wearable Navigation
ICT Accessibility Testing Symposium 2017
EDUCATION

Georgia Institute of Technology
MS Digital Media
May 2018 GPA 4.0

SKILLS

Programming
C++
Java
C#
Lua
GSC
Python
Javascript
HTML & CSS

Game Engines
Unreal Engine
Unity
Pico-8

OS Proficiency
Windows
Mac
Linux

PC Hardware Knowledge
System Construction
Raspberry Pi
Arduino

Recognition
GE Ghost Hack ATL 2017
Best Digital Industrial Application of AR or VR

AT&T IOT Hackathon 2016
Best Use Intel Edison Board
Best Use of Robotics

Valedictorian
North Carolina State University 2015

EXPERIENCE

PROGRAMMING INTERN | Summer 2017
Activision, Central Technology
Tools implementation for data analytics on Call of Duty: WWII
Program player tracking tools for COD: WWII.
Ensure back-end services obtain match data after every game played
Debug tools for instances of player disconnect, host migration, and other network issues

GRADUATE RESEARCH ASSISTANT | Fall 2017 - Present
DILAC, Georgia Tech
Consultant on undergraduate projects dealing with game development, programming, and AR/VR applications
Build, fix, and maintain desktop computers and hardware for virtual reality development.

GAME PROJECTS

Call of Duty WWII
Programmer on back-end tools instrumentation

Short Stories of Haruki Murakami
Adapts a selection of Haruki Murakami’s short stories into playable experiences in the Unreal Engine

The Breaking of the Fellowship
Lua 8-Bit adaptation of final scene in The Lord of the Rings: The Fellowship of the Ring

Oblivion NPC Mod
Mod adding a new character to The Elder Scrolls IV: Oblivion to improve narrative experience of vampire relations within the game world. Released on Nexus Mods

MOBA Game AI Project
Python AI bots for a MOBA game built on the PyGame Library and GAIGE engine

Eventide
Endless runner game made in Unity during the 2017 Global Game Jam
AYSHWARYA SAKTHEESWARAN

Seeking full time positions in User Experience Research and Design starting summer 2018

www.ayshwaryasaktheeswaran.com ayshwarya6@gatech.edu

https://www.linkedin.com/in/ayshsaktheeswaran +1(408) 707-6290

EDUCATION

Master of Science - Human Computer Interaction May 2018
Georgia Tech GPA: 4.0
Masters Project: Multi-modal interactions in visualization systems

Master of Science - Computer Science July 2016
Virginia Tech GPA: 3.81
Thesis: Role of Teaching Assistants in Introductory CS Courses

Bachelor of Engineering - Computer Science May 2012
Anna University GPA: 3.41
First Class with Distinction

WORK EXPERIENCE

AT&T FOUNDRY Palo Alto, CA Summer 2017
UX Research Intern
1. Uncovered needs and opportunities to improve knowledge management for AT&T Capacity Engineers, by conducting multiple rounds of user research.
2. Conducted research to identify requirements for network planning tools with Ericsson for 5G networks.

MERIDIUM INC. (now GE Digital) Roanoke, VA Summer 2015
UX Intern
Responsibilities included designing, developing and conducting usability evaluation of various data visualization modules for a new version of their Asset Performance Management software.

TATA CONSULTANCY SERVICES Chennai, India 2012 -2013
Solution Developer
Worked on design and end-to-end development of different modules in four projects

ACADEMIC PROJECTS

Myo-Text Fall 2014
Research and design of a symbolic input system using the Myo armband, that lets the user input text using only hand gestures. This system was implemented in the form of a game interface using Processing.

Navigating Virtual worlds Fall 2014
A research project comparing the performance of 3 different navigational interfaces, each representing different levels of locomotion interaction fidelity in Virtual Reality.

The role of teaching assistants in introductory CS Courses Summer 2016
A research project for my MS Thesis at Virginia tech, investigating the role played by teaching assistants in introductory Computer Science programming courses.

Way-finding on Georgia Tech campus Fall 2016
A design project to identify and bridge the gaps in campus navigation, for students who prefer to walk the Georgia tech campus. Using the insights from multiple rounds of user research, a high fidelity prototype was built using AxureRP.

SKILLS

UX Research and Design
User Interviews
Focus Groups
Storyboarding
Contextual Inquiry
Affinity Mapping
Survey Design
Prototyping
Physical prototyping
Cognitive Walkthroughs
Heuristic Evaluation

Prototyping Tools
HTML/CSS
Axure RP
Adobe Photoshop
Adobe Illustrator
Balsamiq
InVision
Flinto
Marvel

Research Tools
Morae
Qualtrics
SurveyMonkey

Programming Languages
Java
jQuery/JavaScript
d3.js
Python

PUBLICATIONS

EDUCATION

Master of Science in Human Computer Interaction ∙ Georgia Institute of Technology, United States
2016 − 2018 (expected)
• Assistive Technologies, Data Visualization, Evidence-Based Design, Emerging Technologies, HCI, Health Informatics, Interface Prototyping, Physical Prototyping, Research Methods, Service Design
• Candidate for Management of Technology Certificate

Bachelor of Arts (Hons) in Computer Science ∙ University of Cambridge, United Kingdom
2013 − 2016
• Thesis, advised by Dr Alistair Stead & Prof. Alan Blackwell: “Bead Language for Browser-Based Coding”

International Science Foundation Programme ∙ King’s College London, United Kingdom
2012 − 2013

EXPERIENCE

Experience Design Research Intern ∙ Enterprise Business Solutions, Intuit
May 2017 − August 2017 ∙ San Diego, California, United States
• Lead Researcher for the redesign of the directory profiles, used by 8000 employees around the world
• Conducted 50 employee and stakeholder interviews over 3 phases, from exploration to concept testing
• Facilitated ideation and partnered closely with designers on the team for the creation of the concepts

UX Intern ∙ Pomegranate Media Ltd
September 2015 ∙ London, United Kingdom
• Contributed to usability reviews, user journey maps, information architecture decisions, & design ideations
• Researched and wrote content pieces for Pomegranate’s website

Software Intern ∙ SimPrints Technology Ltd
July 2014 − September 2014 ∙ Cambridge, United Kingdom
• Designed and built a utility Android application to assist with hardware development

SELECTED PROJECTS

Watch Me Grow ∙ Georgia Institute of Technology, United States
• Partnered with healthcare providers from local hospitals to improve patient and family engagement
• Involved in user research, contextual inquiries, brainstorming, and design of the solution: an interactive achievement-tracking visualization & communication system for better recovery in the intensive care unit

Re-imagining the Macy’s Experience ∙ Georgia Institute of Technology, United States
• Partnered with NCR and Macy’s to design the Macy’s customer experience of the future
• User-centered design combined with service design methods, leading to a multi-layered innovation with new brand structure, store design, and customer experience, and change management considerations

SKILLS & TOOLS

Research
Ethnography, Interviews, Contextual Inquiries, Surveys, Usability Testing, Statistical Analysis, Affinity Mapping, Competitive Analysis, Reports & Presentations; RStudio, Tableau

Design
Brainstorming, Prototyping, Axure, Balsamiq, Illustrator (Basic), InVision, Sketch

Languages
French (Native), Spanish (Basic), HTML/CSS, JavaScript

Personal
Adaptability, Attention to Detail, Critical Thinking, Optimism, Resourcefulness

Passions
Rowing (Varsity), Singing, Reading, Exploring
Natalie Salk
User Experience, Interaction & Industrial Design

EDUCATION
Anticipated graduation - 2018
Georgia Institute of Technology
Master of Industrial Design
GPA: 3.8

May - 2013
Tufts University
Medford, MA
B.S. Mechanical Engineering
Minor: Astrophysics

MY EXPERIENCE
2015 - Present
Salk Racing
Founder
Design and sell performance sailing gear for women

2016 - Present
Georgia Institute of Technology
Graduate Teaching Assistant
Teaching students how to prototype

May - July 2016 & Present
Kiel James Patrick
Industrial Designer / Freelancer
Concept Creation & Product Development

Summer - 2016 & 2017
Greenwich Bay Sailing Association
Sailboat Racing Coach
Taught the nuances behind yacht racing to all ages
I have been doing this type of work for ten years

2013 - 2015
Sensata Technologies
Mechanical Design Engineer
Designed turbo speed sensors and managed assembly line

SKILLS
Design
User Experience
Interaction
Industrial
Service
Lean Startup

Prototyping
Model Making
Physical Interactive
Digital Interactive
Paper

Language
Conversational Spanish

PROJECTS

FUTURE OF RUNNING
Thesis, Ethnography & Interaction Design

SALK RACING
My Company, Performance Sailing Gear

COMPASSION & CONTROL
ER Restraints for Combative Patients

FIT LAB
Service Design for Custom Shoe Inserts

ARIA
Earring to Tune Performance Instruments

STRIKE
Interactive Boxing Gloves

CONTRAST
Environmental Responsive Ski Pole

SILK MESH FABRICATION
Prevention of Pelvic Organ Prolapse

ROBOKEYS
Piano Playing Robot

MY AWARDS
2016
Coach of the Year
Greenwich Bay Sailing Association

2012, 2013
Woman’s Honorable Mention All-American
Inter - Collegiate Sailing Association

2012, 2013
NEISA Sportswoman of the Year
Inter - Collegiate Sailing Association

2012, 2013
Captain
Tufts Varsity Sailing Team

Four Varsity Letters
Tufts Varsity Sailing Team

HOBBIES & INTERESTS

Rock Climbing
Sailing
Traveling
Skiing
Cycling
Music
Reading
Yoga
Danielle Schechter
Human-Computer Interaction | UX Design | UX Research

EXPERIENCE

Georgia Tech ADEPT Project — Graduate Student Assistant
ATLANTA, GA | SEPTEMBER 2017 - PRESENT

ADEPT provides case studies, research materials, and an interactive game that assists candidates upcoming for promotion and tenure to identify forms of bias in the evaluation processes.

- Redesigned the original website (from 2005) and brought it to modern standards, while working within the Drupal CMS
- Part of team that conducted a focus group with various faculty members of the first iteration to improve design based on user needs
- Provide marketing input to disperse information about ADEPT to faculty members who have upcoming tenure evaluations

OWI — Web Manager
NEW YORK, NY | NOVEMBER 2016 - PRESENT

OWI is the nexus of the Identity industry. Through webinars, news stories, conferences, consulting, podcasts, and more, OWI provides users with everything they need to know about identity security, information, access, and management.

- One of the first 5 employees
- Manage all web properties for the KNOW Identity Conference 2017/2018 - Including website, email marketing campaigns, web graphics, and event booking software, which contributed to over 1,000 attendees and over $1 mill in revenue in our 1st year
- Managed all web properties for OWI
- Expand marketing and business development efforts by leveraging platforms such as Hubspot, Mailchimp, Google Analytics, and more
- Identify, evaluate, and implement inbound growth strategies using landing page optimization, remarketing, targeted digital advertising, and partnerships

Ticket Evolution — Marketing Web Producer
NEW YORK, NY | DECEMBER 2013 - MARCH 2016

- Designed, built, and maintained marketing website (HTML, CSS, Javascript/Node)
- Collaborated with management, product, and development teams to produce

CONTACT
dschechter@gatech.edu
GaiaUX.com
Linkedin.com/in/danielless

RESEARCH SKILLS
Surveys
Interviews
Focus Groups
Task Analyses
Contextual Inquiry
Cognitive Walkthroughs
Affinity Diagramming
Card Sorting
A/B Testing
Usability Testing
Evaluation Methods

DESIGN SKILLS
Low Fidelity Prototyping
High Fidelity Prototyping
User Personas
Wireframing
Storyboarding
User Journey Maps

TOOLS
Sketch
Balsamiq
Invision
Adobe Creative Suite
HTML/CSS
Javascript
Google Analytics
MailChimp

INTERESTS
Ubiquitous Computing
Lantinx in Tech

LANGUAGES
Spanish - Fluent
user friendly web entities for our partners (including CheapTickets.com, HomeAway, and more)

- Built custom HTML email templates and sent out regular marketing campaigns

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**Ultimate Medical Academy — Marketing Technologist**

TAMPA, FL | MAY 2011 - JULY 2013

- Developed and maintained high-converting websites (static and CMS)
- Optimized landing pages focused on inbound growth by utilizing A/B testing
- Coordinated, implemented, and launched web marketing campaigns

**EDUCATION**

**Georgia Institute of Technology**

*M.S. Human-Computer Interaction - Digital Media (expected: 2019)*

Relevant Coursework:

- Research Methods in HCI
- Foundations of HCI
- Technology & Development
- Principles of Visual Design (Spring 2018)
- Principles of Interaction Design (Spring 2018)
- Interactive Prototyping (Spring 2018)

**University of Tampa**

*B.A. Advertising & Public Relations*

**PROJECTS**

**CinemAll**

*Improving the in-theater moviegoing experience for the Visually Impaired.*

https://www.giaux.com/cinemall
EXPERIENCE

Software Engineer  JUNE 2015 - AUG 2017
University of Virginia Center for Diabetes Technology
• Collaborated with researchers to improve closed-loop control therapy for type 1 diabetes
• Observed and interviewed clinical trial subjects in order to design and implement changes to user interface and create a more intuitive and comprehensive diabetes management system
• Adapted to continuously developing research aims to produce flexible code meeting trial-dependent design requirements
• Tested, debugged and documented software modifications to FDA standards
• Automated process for consenting and screening subjects into an online recruitment database in a self-directed project to improve research coordinators’ efficiency
• Saved $1,000/month in subject monitoring costs by working with service provider to find the best plan for the Center’s unique use-case

Senior Technician  MAY 2014 - JUNE 2015
University of Virginia Center for Diabetes Technology
• Monitored clinical research studies to ensure that investigational devices were operating as intended and that study staff was following the approved protocol
• Organized and operated clinical trials by training technical staff, preparing investigational devices for subject use and acting as a liaison between the engineers and clinical research coordinators
• Assisted with collection, analysis and preparation of study data using Excel

Research Assistant  MAY 2013 - MAY 2014
University of Virginia Center for Diabetes Technology
• Created Matlab code for detecting and rejecting artifacts from continuous glucose monitors as input to the closed-loop controller while maintaining signals from real glycemic events

EDUCATION

MS Human-Computer Interaction  AUG 2017 - MAY 2019
Georgia Institute of Technology
• Specializing in Interactive Computing
• GPA: 4.0 / 4.0

BS Biomedical Engineering  AUG 2010 - MAY 2014
University of Virginia
• Graduated with Highest Distinction
• GPA: 3.83 / 4.0

SKILLS

User Experience Research
Interviews
Surveys
Qualitative Data Analysis
Persona Development
Customer Journey Maps
Statistics
Usability Testing
Task Analysis
Expert Evaluation

User Experience Design
Wireframes
Interactive Prototypes
Human Factors
Accessibility

Management
Project Management
Protocol Development
Agile Software Development

TOOLS

Programming
Java
Android Studio
HTML/CSS
Matlab
SQL Databases
Python
GitHub

Research
Excel
Qualtrics

Design
Sketch, Invision
Justinmind
Axure RP
Balsamiq Mockups
Adobe InDesign
Gaby ShangGuan

Looking for Summer 2018 UX internship
linvinggs@gatech.edu  404-358-5377  www.imgaby.me

**SKILLS**

- **Design**
  - Personas
  - Wireframing
  - Journey map
  - Storyboard
  - Lo-Fi/Hi-Fi Prototyping

- **Research**
  - Competitive Analysis
  - Survey Design
  - Contextual inquiry
  - Focus Group
  - Affinity Diagram
  - Usability Testing
  - Heuristic Evaluation

- **Programming**
  - HTML/CSS/Javascript
  - C#  Python  R  d3

- **Tools**
  - Brackets Axure Qualtrics
  - Sketch  Figma Tableau
  - Adobe products

**EDUCATION**

- **Georgia institute of Technology** Atlanta, GA
  - M.S. in Human Computer Interaction in Interactive Computing track  GPA 4.0  Aug 2017 - Present

- **Zhejiang University** Hangzhou
  - M.S. in Mechatronic Engineering  GPA 3.72, ranking 1/45  Mar 2017

- **China Agricultural University** Beijing
  - B.E. in Mechatronic Engineering at College of Engineering  GPA 3.87, ranking 3/105  Sep 2014

**PROJECTS**

- **NamaSlay** UX Designer & Researcher, Aug 2017 - Present
  - Helps people choose headphones in physical stores
  - Our team designed a kiosk which can give recommendations based on customers’ preferences and show them where to buy the headphone
  - I used contextual inquiry, surveys, and usability test to understand user pain points; I was heavily responsible for work of making Lo-Fi, Hi-Fi interactive prototypes

- **SecondBuy** UX Researcher, Aug 2017 - Present
  - Helps GeorgiaTech become more eco-friendly by riding bikes
  - Our team designed a physical bike pool and a near-complete buy & sell used bike process
  - I started with contextual inquiries and interviews in an on-campus used bike shop; Based on findings, I made affinity mapping about users’ pain points; Later I helped with the interaction prototype and usability evaluation

- **SpeedDating Visualization** Designer & Developer, Aug 2017 - Present
  - To find out what kind of person is the most attractive and what attributes fe/male look for
  - I came up with a circular parallel coordinates diagram in a heart shape and made a website to introduce our project

**WORK EXPERIENCE**

- **Remote UI/UX Designer, User Researcher** UXOFFER, Bay Area  Sep 2016 - 2017
  - Redesigned homepage of Wemart, providing themes for e-commercial websites

- **President of IMechE CAU Student chapter** Beijing  Sep 2012 - 2013
  - Organized competitions/ Managed budget/ Led teams to attend international events

**RESEARCH**

- **Arboretum Design** IMAGINE lab, GeorgiaTech  GRA, Jan 2018 - Present
  - Assist in creation of 3D architectural models and vegetation of GT Campus
  - Other work includes assisting in creation of AR and VR applications in Unity 3D and UX research and user testing

- **Invisible Cities** AR lab, GeorgiaTech  Research Assistant, Jan 2018 - Present
  - Lead a 9-people UX team of an AR game

- **Wechat Study** CAT lab, GeorgiaTech  Research Volunteer, Sep 2017 - Present
  - Transcribe and analyze Wechat business interview data
  - Code transcripts by extracting key points

**PUBLICATIONS**

Two Publications in Mechanical Engineering field
JING SHUI
Seeking a full-time UI/UX designer position

EDUCATION
Georgia Institute of Technology, Atlanta, GA
Aug 2015 - Present
Master Student of Industrial Design

South China University of Technology, Guangzhou, China
Sep 2011 - Jun 2015
Bachelor of Engineering, Industrial Design

National Yunlin University of Science and Technology, Taiwan
Sep 2013 - Jan 2014
Exchange Program, Industrial Design

SKILLS
UI/UX Design
◦ Wireframing
◦ User Personas
◦ Storyboarding
◦ Rapid Prototyping
◦ User Research
◦ Usability Testing

Industrial Design
◦ Ideating
◦ Sketching
◦ CAD
◦ Rendering
◦ 3D Printing
◦ Model Making
◦ Photography

EXPERIENCE
GE Appliances UX Design Intern, Louisville, KY
May 2016 - May 2017
◦ Worked in the IDO(Industrial Design Organization) and actively involved in every phase of product development.
◦ Partnered with UI/UX designers, industrial designers, engineers, food scientists and model makers to create user-friendly and visually-compelling designs.

PROJECTS
Master Project
Aug 2017 - Present
◦ Design a voice assistant for post-CABG surgery inpatient of Emory University hospital.
◦ Collaborate with healthcare staffs to understand the current system and map out the entire user journey.
◦ Identify design opportunities to improve patient engagement and self-efficacy.
◦ Create interactive prototypes based on Amazon Alexa platform.

GE Wall Oven Production Project
Aug 2016 - May 2017
◦ Completed the UI foundation of the new generation wall oven which will be launched on January 2018.
◦ Synthesized user researches and competitive benchmarking to improve usability.
◦ Delivered high quality design docs: sketches, wireframes, workflows, style guides.
◦ Created physical mock ups and interactive prototypes for usability tests.

GE Ventilation Production Project
Dec 2016 - Feb 2017
◦ Designed the control panel UI for ventilation project team.
◦ Created interactive prototypes for group discussions and usability tests.

GE Minimal Concept Kitchen
Jun 2016 - Sep 2016
◦ Completed UI designs and an interactive demo for the GE Minimal Concept Kitchen Suite which was exhibited on the NKBA and Albert Lee trade shows throughout 2016.

SOFTWARE
◦ Photoshop
◦ Illustrator
◦ InDesign
◦ After Effects
◦ Sketch
◦ Pixate
◦ Hype
◦ Framer
◦ Flinto
◦ Autodesk Alias
◦ Fusion 360
◦ KeyShot
◦ Arduino
◦ Processing

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470-985-7008
HORYUN SONG  
UX Researcher · UX Designer

EDUCATION

- **2016 - Current**  
  Georgia Institute of Technology, Atlanta, USA  
  Master of Science in Human Computer Interaction  
  (Incoming Ph.D. Student)

- **2012 - 2016**  
  Yonsei University, Seoul, Republic of Korea  
  Bachelor of Science in Information & Interaction Design

EXPERIENCE

- **2017 MAY - JUL**  
  **UX Research Intern**  
  Stack Overflow  
  Conducted interviews and MVP testings. Analyzed and delivered actionable design recommendations for a collaborative documentation product. Based on the findings, Stack concluded that it would be a big investment without immediate return and sunsetted the product.

- **2017 JAN - APR**  
  **Research Assistant**  
  Georgia Institute of Technology  
  Researched Auburn historical district to design a digital system that engages the community and informs public about the neighborhood.

- **2016 JAN - APR**  
  **Research Assistant**  
  Yonsei University & Ministry of Commerce Industry and Energy  
  Conducted user research for the development of a product design support system based on cognitive and affective information.

- **2015 MAR - DEC**  
  **Teaching Assistant**  
  Yonsei University  
  Lead design workshops for Information & Perception course.

- **2014 JAN - MAY**  
  **UI/UX Designer**  
  VHAIN, System Integrator & Software Development, Seoul, Korea  
  Designed user interface of strategic material management system for client POSCO E&C Co., Ltd & KOSTI

PUBLICATIONS

- **2016 JAN - DEC**  

- **2015 SEP - DEC**  

KEY PROJECTS

- **2017 AUG - DEC**  
  **Social Computing Research**  
  Detecting Emotions: Human vs Computer  
  Designed a survey to crowdsourced emotion detection on Facebook posts. Analyzed and visualized the results from friends, strangers, and computational methods (Natural Language Processing + Image Processing).

- **2016 SEP - DEC**  
  **UX Research, Design & Prototype**  
  U-rack: U-lock + Bike Rack  
  Conducted user research, designed and prototyped bike rack and lock system for cyclists on campus

CONTACT

- 404.312.5894  
- http://horyun.design  
- horyunsong@gatech.edu  
- linkedin.com/in/horyunsong

SKILLS

- **RESEARCH**  
  Discover: Card Sorting, Contextual Inquiry, Focus Group, Interview, NLP (Python, scikit-learn, NLTK), Survey (In-person, online)

- **Define**: Affinity Diagram, Coding (Open, Axial, Selective), Tableau

- **Validate**: A/B Testing, MVP Testing, Usability Testing

- **DESIGN**  
  Explore: Journey Map, Participatory Design, Prioritization List, Persona, Storyboard, Sitemap, Use Case

- **Make**: Adobe Illustrator, InDesign, Photoshop, Premiere, InVision, Sketch

- **BUILD**  
  Frontend: HTML, CSS, Javascript, jQuery, Ajax, React.js

- **Backend**: MySQL, Oracle, Data Modeling (Erwin)

AWARDS & VOLUNTEER


WHAT I AM BEST AT

From Raw Findings to Actionable Design Recommendations

Leading good UX research is one thing, actually getting actionable outcomes is another. I understand how vague design recommendations frustrate UX teams and too specific recommendations do not leave room for the creative solutions. With my background as an interaction designer, I strive to bring actionables that UX teams can collaborate on.

For more details and other projects, please check my portfolio http://horyun.design
KARTHIK SRINIVASAN
UX Researcher

EXPERIENCE

UI Designer and Developer
Hyderabad, India
Freelancing
Sep ‘16 - Aug ’17
• Managed a development team of 4. Gathered design requirements and communicated with clients. Created wireframes, prototypes, designed interfaces and user experiences for client applications.
• Redesigned information architecture of mobile and web application of an Indian food service company. Achieved 31% growth in order rate.

Software Engineer
Hyderabad, India
Inncove Technologies
Jan ‘16 - Aug ’16
• Conducted interviews and task based qualitative research methods. Designed and built web app to report baby vitals from wearable device. Helped in pioneering IoT based solution for an Indian healthcare major client to monitor infants through web and mobile app.
• Built a web app for fitness trackers to report long term health trends for the user. Accomplished 500+ registered userbase in 18 days.

Research Assistant
Wireless Sensor Network Lab, SRM University
Oct ‘13 - April ‘15
• Spearheaded a pilot project - “Estimation of Soil Moisture using Wireless Sensor Network and Vector Autoregressive Models to forecast Volumetric Water Content in Soil; Analysed soil moisture data.
• Conducted contextual inquiries, affinity mapping, usability testing and developed a Java based GUI, running on top of Tiny OS (an operating system for Wireless Sensor Networks), to help report human intrusion.

PROJECTS

Fitting Easy App
Sep ‘17 - Nov ‘17
Lead a project to improve purchase experience of clothes in retail stores, for people on wheel chairs. Conducted interviews, empathy study, prototyped and did usability evaluation of a mobile application.

Rephora
Sep ‘17 - Nov ‘17
Redesigned sephora.com website. Conducted a market study, competitive analysis, interviews and contextual inquiries. Developed wireframes, personas, mockups and conducted usability testing.

Medminder App
Sep ‘17 - Nov ‘17
Designed a companion mobile app for a device that reminds to take pills. Developed prototypes at various levels of fidelity, designed a 3D accessory prototype, persona and conducted usability testing.

EDUCATION

MS, Human-Computer Interaction
Georgia Institute of Technology
GPA: 4.0 /4.0
Aug ’17 - May ’19 (expected)

Bachelor of Technology, CS
SRM University, India
GPA: 9.28 /10
Aug ’11 - June ’15

PUBLICATIONS

Forecasting Using Vector Autoregressive (VAR) Models: Applying VAR Model for Smart Irrigation
Karthik Srinivasan V, Rajkumar Reddy, G

SKILLS

UX Research
Interviewing  Persona Creation  Focus Groups
Affinity Mapping  Contextual Inquiry  Card Sorting
Usability Testing  Statistical Analysis  A/B Testing
Grounded Theory Analysis

Design & Prototyping Tools
Sketch  Adobe Illustrator  Balsamiq  Framer js
Invision  Protopie

Programming
C  Java  Javascript  HTML  SQL  MongoDB

Interests

Screenwriting  Comic book collecting

Connect With Me

http://karthiksrinivasan.me

/in/karthiksrinivasan-v
DANRUI SUN
Seeking UX Design Internship For Summer 2018

Professional Experience
UI Design Intern
Hongyi Co. Ltd, | Jul 2017 – Aug 2017
• Designed usable interfaces and logo for products.
• Redesigned the company’s website for branding purposes.

UX Design Lead
Lexiangqiji Co.Ltd, | Dec 2016 – May 2017
• Led UX design & research of an online reservation system for small business owners, from research to product launch.
• Designed and managed both the Web & mobile Wechat App.
• Successfully attracted 14,000 registered users and increased monthly page views to 600,000 after iteration of design.

UX Design Intern
Tsinghua University | Sep 2016 – Apr 2017
• Responsible for UX strategies of two web systems about collaborative revising and collocation recommendations.
• Designed interactive medium-to-high fidelity prototypes.
• Conducted usability testing and evaluation of the systems.

Research Assistant
Georgia Institute of Technology | Jul 2016 – Sep 2016
• Designed and developed a system to transmit text information on body-area networks using modulated acoustic signals.
• Conducted user experiments and identified usability issues.

Projects
Secondbuy | Aug 2017 – Dec 2017
Second-hand Bike Sale and Purchase System
• Engaged in the entire design process, including UX research, ideation, prototyping, evaluation, and iteration.

Medminder | Aug 2017 – Dec 2017
A System of Devices to Advance Healthcare of the Elderly
• Designed interfaces of the mobile app, wearable devices and smart pill dispenser to improve health care management.

Amazon Housekeeper | Aug 2017 – Dec 2017
Redesign of Household Item Purchasing on Amazon App
• Conducted in–depth research on customer’s purchasing behavior and designed housekeeper features to improve UX.

Education
Georgia Institute of Technology
MS in Human Computer Interaction
May 2019 (expected) | Atlanta, USA

Beijing Univ. of Posts & Telec.
B.E in Telecommunication Engineering
July 2017 | Beijing, China

Skills
Interaction Design
Persona; User Journey Mapping; Storyboarding; Brainstorming; Information Architecture; Wireframing; Rapid Prototyping; Interface Design

Tools
Adobe Creative Suite; Sketch; Invision; Principle; Framer.js; Axure RP; Balsamiq

User Research
Survey; Contextual Inquiry; Data Analysis; Heuristic Evaluation; Usability Testing; A/B Testing

Programming
HTML/CSS; JavaScript; Java; C

Activities & Honors
Microsoft Hackathon
Best Presentation Award
Goodie Nation Designer Hackathon
Chair of IEEE BUPT Student Branch
First-class Scholarship of BUPT
Beijing Marathon Volunteer
HUAIWEI SUN

EXPERIENCE

UX Designer Intern  |  YITU Tech
Apr 2017 - July 2017
Designed new features for web-based YITU Dragonfly Eye™ Intelligent Security System used by China’s public security systems.
Created a facial recognition demo used on ATM for showing to Singaporean customers from scratch.
Designed an internal Design newsletter template for sharing values of user experience and user-centered design process with all colleagues in the company.

Student Designer  |  Dongyue Studio in SJTU
May 2015 - June 2017
Completed most of the app design(iOS & Android) of Tong Qu which is an open platform for organizing, finding and joining events in SJTU. Collaborated with developers to launch them into the app stores.
Designed a new website for the Hui-Chun Chin and Tsung Dao Lee Endowment Program.

Design Assistant Intern  |  HUAWEI
June 2016 - June 2016
Took part in the concept design of tablet case for an African country’s Education Department.

Volunteer  |  UXPA China
Jan 2014 - Dec 2014
Collaborated with other teammates to conduct the Annual User Experience Industry Research and published the report. I mainly worked on the topic brainstorming, framework development, interviews transcriptions, insights synthesis and report design.

PROJECT

WIW  |  Microsoft ID@XBOX Campus Game Development Competition Finalist
Feb 2017 - June 2017
Contributed to the concept brainstorming, UI design, 3D model design and final presentation of the kinect game WIW. It was designed for increasing the physical and emotional interaction between parents and kids, couples, friends and other users.

EDUCATION

Georgia Institute of Technology
Aug 2017 - Expected May 2019
Master of Human-Computer Interaction

Shanghai Jiao Tong University
Sept 2013 - June 2017
Bachelor of Industrial Design

SKILLS

Design
Sketch  |  Balsamiq
Justmind  |  Photoshop
Axure  |  Paper Prototype
Illustrator  |  inVision

User Research & Analysis
Contextual Inquiry  |  Interview
Focus Group  |  Usability Test
Card Sorting  |  Survey
Affinity Diagram  |  Persona/Story Board
User Journey

Development
HTML, CSS (Bootstrap), JavaScript (D3, jQuery)
Basic Python, Java, SQL, Hadoop, Pig, Scala
Processing, Arduino

AWARDS

Microsoft ID@XBOX Dream Campus Tour - Game Development Competition - Excellence Award
Academic Excellence Scholarship (Third-Class) Dec 2016  Shanghai Jiao Tong University
Academic Excellence Scholarship (Second-Class) Dec 2015  Shanghai Jiao Tong University
Academic Excellence Scholarship (Second-Class) Dec 2014  Shanghai Jiao Tong University
SKILLS

Programming
C
C#
Python
Java
Android
Django
MySQL
JS
Vue

Designing
Paper Prototyping
Photoshop
Framer
Sketch
Unity3D

EDUCATION

Georgia Institute of Technology
MS HCI (Interactive Computing)

IIIT-Delhi
BTech Computer Science & Engineering.

EXPERIENCE

Front-end Development Intern
User Experience Group, Siemens Healthineers

Engineered reusable UI components to support the construction of clinical decision support apps and other medical imaging technology interfaces, designed to be used by radiologists.

Graduate Research Assistant
Ubicomp Lab, Georgia Tech

Worked with Dr. Gregory Abowd as a developer and data acquisition researcher for the CampusLife project; an exploratory study to collect contextual and emotional data of students from smartphones.

RESEARCH

Students’ Experiences with Ecological Momentary Assessment Tools to Report on Emotional Well-being
IMWUT ’17, Under review

Analyzed the nuances of experience sampling for emotional well-being through a lock screen based interface, the challenges that come with it and proposed possible considerations for future experiments.

SELECTED PROJECTS

reco - Informing Waste Segregation
Georgia Tech

Studied student segregation behavior; prototyped a wearable app to inform choices just in time

Trip Cost Calculator
Georgia Tech

Developed smartphone app to show hidden costs to car owners after trips to evoke behavior change

EnergyLens+ - Eco-feedback Energy Monitor
MUC Lab, IIIT-Delhi

Engineered an Android app that collects ambient data to calculate a smart home’s energy consumption
Yan Tan
Seeking a UX Designer Internship in Summer 2018

yan-tan.com
yyantan825@gmail.com
412.694.3097
linkedin.com/in/yan-yantan/

Education

**MS. in Human-Computer Interaction**
Georgia Institute of Technology
Aug 2017 - May 2019

**BS. in Mechanical Engineering**
Carnegie Mellon University
University Honor, Dean's List (3 semesters)
Aug 2013 - May 2017

Skills

**Tools**
Sketch, InDesign, Illustrator, Photoshop, Solidworks, Balsamiq, Invision, Axure
Laser Cutter, CubePro 3D Printer, Arduino

**Methods**
Wireframing, Persona, Storyboarding, Think Aloud, Interview, Focus group, Survey, Contextual Inquiry, Heuristic Evaluation, Affinity mapping, Usability Testings

**Development**
HTML5, CSS, Javascript, Bootstrap, Python, Java, MATLAB

**Languages**
Mandarin (Fluent), Szechuan (Fluent), English (Fluent), Spanish (Conversational)

Project Experience

**ChefHelp - Real-Time Inventory Tracking and Management System | 2017**
- Designed and prototyped a system that helps chefs quickly and easily update inventory in real-time
- Conducted extensive user research to discover user needs
- Evaluated and compared two design solutions: a tablet tracking system and an Alexa voice based system

**Amortentia - Redesign of Sephora fragrance online shopping experience | 2017**
- Revamped current fragrance online purchasing experience of Sephora to enable customers to make traditionally in-store decisions virtually
- Identified user needs via over 15 interviews and 150 survey responses
- Improved the design through user testing and iterative process

**White Space Recycler - An interactive device to encourage paper reusage | 2017**
- Created an interactive container that entices people to collect and reuse partially used paper before recycling them directly
- Enhanced user experience using playful animations and fun low pixel image reveals

**Uplift - A mobile app that helps alleviate high school bullying | 2017**
- Designed a mobile app that allows high school students to report bullying efficiently and securely
- Produced high fidelity prototype by collaborating with three partners

Work Experience

**Research Assistant | Sonification Lab in Georgia Tech | 2017 Fall**
Audio-based AR Wearable Indoor Navigation System
- Designed a wearable interior navigation system that uses spatialized audio cues to indicate the location of objects and destinations
- Prototyped a demonstration for the system in Unity using ARKit

**Research Assistant | CHIMPS Lab in Carnegie Mellon University | 2016-2017**
Probing People's Precarious Perceptions of Privacy
- Created a survey to probe people’s perceptions of privacy based on different granularities and purposes of the personal data being shared
- Deployed the survey on Amazon Mechanical Turk, conducted data analysis and generated a report

**Lab Assistant | CERLab in Carnegie Mellon University | 2015-2016**
Machine Learning Based Water Shooting Control
- Fabricated mechanical components and built a testbed to examine the accuracy of the machine learning based fire-extinguishing controller
- Programmed Arduino Uno to precisely control the water cannon, water pump, and water-weighing system
PHENIX TANG
6935 Downs Avenue, Johns Creek, GA 30097  |  C: (678) 677-9967   onl2yue@gmail.com
Portfolio: www.phenixtang.com

EDUCATION
Fall 2012 - Fall 2016
University of Georgia, Athens, GA
ABJ in Advertising
Minor: Studio Art and Fashion Merchandising

Fall 2017 - Spring 2018
Georgia Institute of Technology
Atlanta, GA
MA in Digital Media

SKILLS

DESIGN TOOLS
Adobe Photoshop
Adobe Premiere
Adobe Illustrator
Adobe InDesign
Adobe After Effects
Blender

VISUAL DESIGN
Fine Arts/Painting
Sketching/Illustration
Screen Printing
Photo Manipulations

PROGRAMING
Java Script
HTML/CSS
Jquery.js/Node.js/p5.js

LANGUAGES
Chinese
English

CERTIFICATIONS
Google Analytics
Google Adwords

WORK EXPERIENCE

Web Designer Assistant Intern JUNE 2015 - JULY 2015
CCE GROUP, Shanghai, China

- Partnered with web development teams to enhance functionality, user experience, online brand positioning, and advertising using Search Engine Optimization.
- Conducted research on brand personality for client companies, by analyzing social media and website platforms.

Marketing Intern MAY 2016 - AUGUST 2016
Mentor National, Alpharetta, GA

- Wrote and edited articles, web content, advertising copy, periodicals and publications for internal and external audiences.
- Designed art and copy layouts for direct advertising material to increase social media presence.

Public Relations Intern JAN 2017 - MARCH 2017
Ogilvy and Mather, Beijing

- Helped Vice President with research in Corporate Social Responsibility for O&M’s internal project.
- Attended meetings with clients and keep up with meeting agendas. Edition, organization, and translation of excel and word files.

COURSE PROJECTS

Atlanta Falcon’s Campaign Project Fall 2016

- Planned a six-weeks campaign for the Atlanta Falcons.
- Developed media touch-points and tactics for external promotional and guerilla marketing events.
- Created spreadsheets and graphs for media usage and flowchart.

Lindt Media Plan Spring 2015

- Developed a media plan to increase sales of Lindt Excellence bars.
- Used MIR and Simmons to analyze consumer spending behavior and Kantar Media data for competitive spending analysis.
- Conducted situation analysis, identified target market, developed marketing, advertising, and media objectives.
- Planned media strategies to help achieve the media objective.
CAITY TAYLOR

EDUCATION

Georgia Institute of Technology Master in Industrial Design
- GPA 4.0
  Aug 2016 - May 2018

Georgia Institute of Technology  BS Industrial Design
- Summa cum laude  Overall GPA: 3.69  Major GPA: 3.87
  June 2012 - May 2016

EXPERIENCE

REAR Lab - College of Design and the School of Mechanical Engineering
- Head teaching assistant for ID Grad Studies Course for theory and practice of graduate studies in Industrial Design in relation to behavior research, consumer products, and evidence based Lab responsibilities include website redesign, prototyping, and modeling and rendering projects
  Aug 2017 - Present

TuneTable at the ADAM Lab
- Lead Industrial Designer responsible for designing a new interactive table housing meeting technological and user needs to be used in museums nationally.
  Aug 2016 - May 2017

Georgia Tech Alumni Association Graphic Design and Marketing Assistant
- Responsible for creating necessary web and print marketing items that reach all Tech student and many more alumni.
  July 2014 - Present

Interactive Product Design Lab Undergraduate Researcher
- Development of new methods for construction of health-care garments integrating methods of mass customization and focusing on the connection of fit and function.
- Research, fabrication and implementation of a custom replicable stretch sensors and conductors made from knit fabric and conductive materials.
  Jan 2015 - May 2016

SKILLS

3D Skills
Solidworks, Fusion 360, model making, rapid prototyping, sewing

2D Skills
Illustrator, Photoshop, InDesign, sketching

Equipment
3D Scanning, 3D printing, laser cutter, work shop tools, Arduino

Soft
research, leadership, anthropometry, Spanish (intermediate), graphic design

RECOGNITION

- Convergence Innovation Competition 2nd place winner in the Smart Cities and IOT category with Interactive BeltLine Display group project - May 2017
- Selected as only student project to present at a new smart city initiative event (SMART ATL), which provides new data-driven services to residents, commuters, and business owners- September 2017
- Recipient of the GT Outstanding Undergraduate Research Award on the basis of involvement in long-term research projects, participation in conferences, published research papers, displayed leadership in the IPDL - Spring 2016
- Recipient of College of Architecture Best Poster Presentation Award in the 11th Annual Georgia Tech Undergrad Research Symposium - Spring 2016
- Published and displayed Musync Running Glove in the functional exhibit of the International Symposium of Wearable Computing, Osaka Japan - Fall 2015
Eric Thompson

Education 🎓

Georgia Institute of Technology, Atlanta, GA — MS Human Computer Interaction
August 2016 – Present

Rowan University, Glassboro, NJ — BS Mechanical Engineering
September 2010 – May 2014

Experience 🕵️‍♂️

User Experience Intern — The Home Depot, Atlanta, GA
May 2017 – August 2017
Employed user centered design and discovery and framing methodologies to develop data analytics products to help customer loyalty business partners.

Researcher & T.A.— Interactive Product Design Lab, Atlanta, GA
August 2016 – Present
Implementing user-centered design for interactive products and environments. Currently the teaching assistant for the interactive products class.

Staff Engineer — Weeks Marine Inc, Cranford, NJ
July 2014 - July 2016
Capital Projects Engineer on reconstruction of famous Weeks 533 crane barge. Night Shift Supervisor Managed Midtown Tunnel fireproof & demolition crew.

Projects 🔧

Leaf Web-app (https://pericthompson.pythonanywhere.com), Personal /Georgia Tech
Designed and deployed Social GIS music sharing web-app based on user research. Users can geo-lock and share songs that won’t display unless in a specific location.

Atlanta Beltline Display, Georgia Tech
Hardware Developer for award-winning interactive display aimed to visualize activity on Atlanta Beltline by collecting IOT sensor data and social media info.

Hy-Vee Experiential Architecture: The Future of Retail, Georgia Tech
Service design with NCR; researched and redesigned the retail experience of Hy-Vee grocery stores. Proposed future architecture based on fusing bazaars & urban farms.

Cheerwash Handwashing Station, Georgia Tech
Built hardware for IOT hand wash tracker for Chick-Fil-A. UI guides employees through hand wash procedure & distribute completion data to mobile devices.

Experihance, Georgia Tech
Award-winning user-research driven app & companion AR wearable to enhance the social & interactive element of football games with augmented reality player views.

CoolSuit, Personal
Built wearable to cool users’ body temperature by pumping coolant from a camel-backpack through tubes integrated into the fabric of a compression t-shirt.

Publication 📚


UX skills 🕹️

- Agile Development
- User Research
- User Centered Design
- Storyboarding
- Ideation
- Prototyping
- Project Controls

Digital skills 🎨

- Sketch
- SolidWorks/Fusion 360
- Adobe XD
- C++
- HTML/JavaScript
- Python
- IOT

Technical skills 🔧

- 3-D Printing
- Laser Cutting
- Water Jet
- Soldering
- Arduino
- Circuit Construction
- Milling Machine
- Lathe

About me 📪

- Maker
- Community Outreach
- Blues Pianist
- Photography Junkie
- Caribbean & Latin Dance
- Former Amateur Athlete
- Explorer
QING TIAN

Seeking Summer 2018 UI/UX internship

404-250-2019
QINGTIAN@GATECH.EDU
QINGTIAN713.COM

DIRECTOR, DEPARTMENT OF DATA @ DY DATA MEDIA LAB WUHAN UNIVERSITY 09/2015 - 08/2017
• Supervised design and database construction of the visualization platform Dydata.io.
• Set up the back-end database structures, and acquired over 60,000 data sources.
• Drafted and launched branding concepts, UI concepts, and design rubrics.
• Conducted quantitative analysis and semi-structured interviews on data journalism in China, and composed white papers on the topic (2015, 2016).
• Served as project manager for information visualization projects, with clients such as the State Council of the People’s Republic of China and Kotler Marketing Group, Inc.
• Offered conference talks and workshops to industry professionals on data literacy, analysis, visualization and data journalism.

EDITORIAL DESIGNER @ THE OBSERVER MEDIA GROUP 08/2014 - 09/2015
• Provided graphic design for the weekly newspapers East County Observer and Sarasota Observer.
• Directed the designs of monthly special publications: Health Matters, Back to School, Summer Fun and LWR Life Magazine.
• Designed and monthly maintained LWRLifemagazine.com.
• Provided daily updates to yourobserver.com.

PRODUCER @ NEWSY.COM / THE WALL STREET JOURNAL 03/2013 - 03/2014
• Selected topics, wrote scripts, edited videos and produced motion graphics for Asia Today, a daily TV news show broadcasted on WSJ.com.
• Collaborated with executive producer to manage the daily operations of the team.

DATA ANALYST @ INVESTIGATIVE REPORTERS AND EDITORS 01/2013 - 05/2014
• Updated and managed databases for the NICAR Database Library using FoxPro, Access, Navicat and SQLyog.
• Offered data identification and analysis services to journalists and students.

AWARDS
2015 FIRST PLACE IN OVERALL GRAPHIC DESIGNS IN BETTER WEEKLY CONTEST
Florida Press Association

2014 SCHOLARSHIP RECIPIENT
White House Correspondents’ Association

University of Missouri

EDUCATION
GEORGIA INSTITUTE OF TECHNOLOGY
08/2017 - 05/2019 (expected)
Master of Science
Digital Media, GPA: 4.0/4.0

UNIVERSITY OF MISSOURI COLUMBIA
08/2013 - 12/2015
Master of Arts in Journalism
Multimedia Design, GPA: 3.67/4.0

CONFERENCE TALKS
NICAR CONFERENCE DENVER 03/2016
International CAR(Computer-assisted reporting)

IJASIA CONFERENCE KATHMANDU 09/2016
Lightning Talks: Best tips and tools from trainers
Teaching Data Journalism
NICK TIPPENS
User Experience Designer

SUMMARY
I love to create naturally engaging user experiences through an innovative design process grounded in proven principles of interaction design. I apply a balanced blend of technical and conceptual skills to provide creative solutions in interface design and information architecture.

WORK EXPERIENCE

User Experience Design Intern
The Coca-Cola Company | Atlanta, GA    May 2017 - August 2017

Empowered implementation of new global strategic digital initiatives by logging, testing and approving design improvements and bug fixes for an in-house survey tool called the Evaluation Engine. Iterated through information architecture solutions and visual interface designs for the Engine, and assisted with design and planning for its eventual integration with a company-wide internal Digital Community Site.

Gathered requirements from project managers and designed prototypes for their implementation through white-board brainstorming sessions and higher-fidelity design work in Sketch and the Adobe Suite. Created site maps, wireframes, and interface mockups, and expedited their paths through development and production by clearly communicating the conditions of their implementation to developers.

News & Communications Content Strategist & Videographer
Ivan Allen College of Liberal Arts | Atlanta, GA    August 2016 - Present

Increased engagement with the Office of Communications’ various digital media outlets. Filmed, edited, and produced video content documenting student and faculty research. Maintained and updated the college’s online presence, including its website and social media platforms via content management systems.

High School Youth Director
Wesley United Methodist Church | Evans, GA    January 2013 - July 2016

Redesigned the youth program’s website and logo suite, creating a more intuitive and inviting internet presence. Enhanced digital marketing practices by filming, editing, and producing weekly video content. Facilitated greater online engagement among students and their parents.

EDUCATION

M.S. Digital Media  (Expected May 2018)
Georgia Institute of Technology | Atlanta, GA

B.S. Earth & Ocean Sciences (2012)
Duke University | Durham, NC
Jessica Tsui
An enthusiastic UX designer who loves designing intuitive and enjoyable user experiences that empower users

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in/wy-jessica-tsui

SKILLS & METHODS
Design
Personas
Ideeation
Storyboarding
Information Architecture
User Flows
Wireframing
UI Design
Prototyping
Service Design

Research
Interviews / Focus Groups
Surveys
Task Analysis
Usability Testing
Heuristic Evaluation

TOOLS
Sketch
Illustrator
Photoshop
Indesign
3DS Max
Axure
Invision
Balsamiq
Framer
Principle

HTML/CSS
Javascript
Drupal CMS

Unity
Python
Arduino
Premiere Pro
After Effect

EDUCATION
MS in Human-Computer Interaction, Georgia Institute of Technology
2016-2018 (Expected)
Specialized in Industrial Design, GPA 4.0/4.0

BA in Creative Media, City University of Hong Kong
2011-2015
Graduated with First Class Honors, GPA 3.89/4.0
Exchange student in Media Arts at Zurich University of the Arts, Fall 2014

WORK EXPERIENCE
UX Design Intern, Sonos
May - Aug 2017
- Redesigned alarms and settings features of Sonos app, an app utilized by 5 million households worldwide, to create a better IoT experience
- Initiated designs of new music scheduling experience based on user research
- Conducted A/B Testing which led to better design decisions making process
- Improved collaboration practices within product development team
- Facilitated communication with Spotify regarding attributions in UI design

Research Assistant, City University of Hong Kong
Jul 2015 - Jul 2016
- Improved user & learning experience for MOOC students with web, UX design & front-end development of an interactive student platform on awallproject.net
- Enhanced social interaction among ethnic groups in Hong Kong with interaction design, development and coordination of “Sing for Her”, an interactive public art collaboration with ethnic minorities in Hong Kong
- Created gratifying and interactive learning experience for users by developing 360 videos for MOOC project

SELECTED AWARDS
Most Innovative Award, Sustainability Design Jam
Awarded for the most innovative and educational idea in the design jam

Wong Kam Fu Outstanding Innovation Award
Awarded for an outstanding performance in the final year project with an innovative idea formation which could lead to the betterment of the community

Hong Kong SAR Government Scholarship
1 among the 0.1% selected scholars selected from all over Hong Kong

SELECTED PROJECTS
UX Designer, RECO
Aug - Dec 2016
Contributed to user research; Led ideation, design and prototyping of reco, a just-in-time wearable app that helps students at Georgia Tech to make better recycling decisions and gain awareness concerning environmental sustainability

Service Designer, Walmart Insight
Jan - Apr 2017
Took lead in a service design project working with NCR Corporation to design a brand new shopping experience for customers visiting Walmart physical stores to excite, inform and inspire customers

UX Designer, Smart Home
Jan - Apr 2017
Contributed to user research; Led ideation, design and prototyping of smart home, a mobile app design aimed at transforming home automation experience for users
Nick Vernon
Seeking full time roles in UX Writing, Voice User Interface Design, or UX Content Strategy, beginning Summer 2018

nickvernon@gatech.edu
nickvernon.com
linkedin.com/in/nickvernon

WORK EXPERIENCE

Google, UX Writer Intern
Mountain View, CA; Summer 2017
Led the UX writing, content strategy, and VUI design for the launch of a new Google Assistant feature. Designed VUI interactions, and wrote over 100 unique Google Assistant dialogs. Conducted "Wizard of Oz" user testing to improve VUI interaction design. Wrote UI text for Android Pay and Google Wallet. Validated UX writing through A/B testing on domestic and international users.

Georgia Institute of Technology, Graduate Research Assistant
Atlanta, GA; August 2016 — Present
Plan and facilitate participatory design workshops as part of an ongoing effort to turn Atlanta into a Smart City. Partner with City representatives and other stakeholders in order to increase citizen engagement, improve dissemination of public information, and strengthen connections among those that live, work, and visit Atlanta.

WSB-TV (ABC), News Journalist Intern
Atlanta, GA; Summer 2014
Prepared interview scripts and transcribed notes for reporters in the field. Analyzed interview data and debriefed with reporters to prepare for daily live news broadcasts.

The Campus Carrier newspaper, Senior Editor
Berry College; January 2013 — May 2016
Published weekly articles for 3 years. Conducted over 100 interviews with academic and community leaders. Promoted several times — from Assistant Editor, to Senior Editor.

EDUCATION

Georgia Institute of Technology, MS Human-Computer Interaction; 4.0 GPA
Atlanta, GA; Expected May 2018

Berry College, BAH Communication; Cum Laude
Rome, GA; May 2016

RECOGNITION

National Science Foundation Fellowship Program; Fall 2016 — Present
Awarded funding as an outstanding graduate student pursuing a degree in STEM.

SELECTED PROJECTS

The Future of RaceTrac: Service Design Innovation • Georgia Tech; Spring 2017
Partnered with industry professionals to conduct thorough customer research, in order to prototype a design for the convenience store of the future, showcased through a video including 3D renderings of a new store design.

All In: Friend-sourcing the Internet • Georgia Tech; Spring 2017
Presented a prototype for a cloud-based wifi-sharing app called All In, designed for users who lack regular access to the Internet, at the Ideas2Serve competition hosted by the Scheller College of Business.
Bradlyn Walker
UX/CX Design Researcher
bradlynmwalker@gmail.com | 678-428-3224
bradlynwalker.com

Skills
Research
Investigative Methods
e.g. A/B Testing, Interviewing, Ethnography, Usability Testing, Surveying

Qualitative Analysis
e.g. Affinity Diagramming, Sentiment Analysis

Quantitative Analysis
e.g. T-tests, ANOVA, Chi-Square, Regression

Prototyping
Physical Prototyping
Sketching
Wireframing

Development
HTML, CSS, JavaScript, C#, Python

Experience

Amazon Kindle, UX Research Intern
Seattle, Washington | May 2017-August 2017
-Designed and conducted ethnographic and usability studies to inform future design decisions.
-Analyzed and presented data to stakeholders.

Intro to Research Methods, Graduate TA
Atlanta, Georgia | August 2017-Present
-Lected on topics such as data analysis and presenting data to stakeholders.
-Point of contact for students for questions relating to presented material.

Halyard Health, Research & Design Technician
Atlanta, Georgia | May 2015-January 2017
-Wrote enterprise side technical documents for lab equipment.
-Spearheaded usability testing for proprietary information management system.
-Consultant for iterative design processes such as rapid prototyping and lean product testing.

Language Research Center, Research Intern
Atlanta, Georgia | May 2014-May 2015
-Conducted research with nonhuman primates in areas such as self-control, attention, metacognition, and memory.
-Cowrote published articles with research faculty
-Performed data collection and analysis using various statistical tests such as ANOVA, T testing, Chi Square, etc.

Education

M.S. Human-Computer Interaction, Georgia Institute of Technology
Atlanta, Georgia | August 2016-Present
-Psychology Specialization
-Member of ADAM lab (Jan 2017-May 2017) and PSET lab (August 2017-Present)

B.A. Psychology, Georgia State University
Atlanta, Georgia | August 2009-May 2014
-Cum Laude
-Department of Psychology Distinguished Student

Selected Leadership & Activities

MS-HCI Graduate Council, 2016-2017
Student Chair, elected role

Human Factors and Ergonomics Society-Georgia Tech Chapter, 2017-Present

SEPCS Pipeline Scholar, 2016-Present
Nominated role
Kaiwei Wang
Product Designer (UX/UI)

WORK

Product Designer, Web Developer(React.js) Jan 2017 - Current
Research Network Operations Center @ Georgia Tech
- Led the redesign of GT-Mobile app suite.
- Created wireframes and motion prototypes for iteration. Conducted user research and usability testing.
- Shipped the redesign. Significantly improved user experience and branding consistency.

UX Design Intern Summer 2017
Elavon, Inc
- Led the design of the help center for Elavon’s e-commerce products.
- Emphasized information architecture and interaction design.
- Took part in Agile process and iterated on design based on user feedback.

PROJECTS

Interaction Designer, Visual Designer Fall 2017
M O o D
- Designed interaction for music information visualization of 5000 songs.
- Led team of 6 through brainstorming sessions and design sprint to finalize idea based on multiple design candidates.
- Prototyped and built interactive motion UI using D3.js.

UX Researcher, Interaction Designer Fall 2016
TapTile (First Place @ Convergence Innovation Competition)
- Ideated and designed tangible sensor system that transforms a flat surface into a multi-player gaming area.
- Conducted contextual user research and Facilitated design sprint to inform design.
- Took lead on interaction design with Processing.js and prototyping with Arduino.

EDUCATION

M.S. in Human-Computer Interaction
Georgia Institute of Technology
3.9 2016 - 2018 (Expected)

B.E. in Computer Science
University of Michigan
3.9 2012 - 2016

SKILLS

Design
Rapid Prototyping, Motion UI, Wireframing, Sketching, Visual Design, Interaction Design

Front-End Development
HTML, Javascript, CSS, React.js, D3.js

UX Research
Survey, Interview, Affinity Mapping, Journey Mapping, Card Sorting, Usability Testing

*Skills demonstrated at www.kaiwei.design
SHUYI SUZIE WANG

suziewang@gatech.edu  www.shuyisuziewang.com

EDUCATION

Georgia Institute of Technology
08/2014 - 05/2018
Master of Industrial Design

Tianjin University
09/2010 - 07/2014
B.E. of Mechanical Engineering

SKILLS

Design Methods
Rapid Prototyping
Task Analysis
Usability testing
Sketching
Wireframing
User Interface Design
CAD modelling
Digital rendering

Tools
Adobe Suites
Sketch
Axure
OmniGraffle
Solidworks
Keyshot

Implementing
Arduino (C)
Xcode (Swift)
HTML
CSS

EXPERIENCE

PegasusCRM, Decatur, GA
UX/UI Designer, 01/2017 - 12/2017
Responsible for the CRM UX/UI redesign, designed the interface of the dashboard, customer info page, ticket page, etc.
Led UX/UI design of the list management module. Proposed 4 wireframe iterations based on the data from business analysts and the feedbacks from users. Finalized the design with features including sublists and advanced filter to satisfy the requirements.

Ching Design, Shanghai, China
Product Design Intern, 05/2016 - 07/2016
Worked as the UX researcher and designer for ManagerKE APP, an one-stop-shop for startup to find incubators and service agencies. Drafted the questionnaire and conducted 4 interviews with incubator managers. Designed the wireframe prototypes together with the lead product designer.
Worked as the UX designer for Niendorf Smart Piano System, designed wireframe prototypes of the piano teaching system and the web-based class management system.

PROJECTS

Smart City Urawa-Misono
Service Design, 01/2017 - 05/2017
Proposed smart city concepts including Mobile App and smart infrastructures. Led the smart-computing group to develop digital and physical prototypes. Presented the concepts in Tokyo, gathering feedbacks from the local residents.

JOODLE: A Gamification of Jogging
Mobile Game, UX/UI Design, 09/2016 - 12/2016
Generated the concept to encourage jogging through dot-to-line drawing gamification; developed wireframe prototype and user interaction. Developed the interactive iOS demo with Xcode and Swift.

WANDERLUST: Event-based Social Application
Mobile App, UX/UI Design, 09/2015 - 12/2015
Developed three concepts for event-based social application based on user interviews and task analysis. Designed the wireframe prototype and user interface; developed the interactive prototype with Axure. Conducted user testing with 9 users.
Yujia Wang
Seeking UX Engineer Internship for Summer 2018

Education

Georgia Institute of Technology
Master of Science in Human Computer Interaction, Expected in 2019
• Courses: Prototyping Interactive System, HCI Foundations, Research Methods for HCI

Beijing University of Posts and Telecommunications
Bachelor of Engineering in Automation
• Overall GPA: 86 / 100  Major GPA: 88 / 100  Ranking Top 10%
• Honors: Merit Student for 2015-2016, The First Prize Scholarship for 2016-2017

Selected Projects

FittingEasy (Universal Design)
Georgia Institute of Technology
• Conducted research and interviews to identify problems that people in wheelchairs suffer when shopping clothes
• Designed a solution to improve user’s shopping experience
• Built a prototype which allows users to reserve fitting room and check if the item fits well through our system indication
• Conducted expert evaluation and usability testing to evaluate the prototype and made improvement for it
• Sketch, InVision, Interview, Survey, Literature Review, Brainstorming, Expert Evaluation, Usability Testing

BackHand Keyboard (Wearable Interaction Technology)
Institute of HCI and Media Integration, Tsinghua University
• Conducted research and experiments on human behavioral patterns for touch-input on the back of hand
• Designed interactive system that detects touch-input on the back of hand
• Designed text-entry technique for smart watch based on Android Wear
• Conducted detailed evaluation on the effectiveness of this technique
• Android, MATLAB, C#, Literature Review, Usability Testing

Chinese Traditional Village Digital Museum (Website Redesign)
Institute of Interactive Media Design, Tsinghua University
• Conducted comprehensive research on traditional Chinese villages, including several different aspects of typical villages
• Identified and categorized relevant contents that best serve the needs of various website viewers
• Redesigned the village production page of Chinese Traditional Village Digital Museum
• Sketch, Axure, Literature Review, Brainstorming

WeHome (Smart Home System)
National Undergraduate Training Programs for Innovation and Entrepreneurship
• Reformed sockets by using ZigBee to control household electric appliances and measure temperature and humidity
• Developed WeHome, a smart household appliances interaction system based on WeChat and reformed sockets
• Conducted experiments to test the effectiveness of this system
• ZigBee, WeChat, Literature Review

Skills

Programming
JavaScript, HTML/CSS, Android, Python, JAVA, C++, Processing

Design
Sketch, InVision, Axure, Illustrator, Photoshop, After Effects, Premiere

Language
Chinese(Native)
Dillon Weeks
UX RESEARCHER

EDUCATION

Georgia Institute of Technology, Atlanta, GA
- MS in Human–Computer Interaction, Dean’s List | 2017 – 2019
- BS in Computer Science – HCI Specialization, High Honors | 2013 – 2016

EXPERIENCE

Georgia Institute of Technology in Atlanta, GA
Graduate Researcher and Teaching Assistant | Aug. 2017 – Current
- Identifying user needs not currently addressed by industry head–worn displays (HWD). Collaborating with professors to determine best practices as to where to mount the HWD and how to deliver information and notifications to the user.
- Gathering qualitative and quantitative data from user experiments to determine best vertical displacement and duration of notifications to mitigate user’s distraction caused by notifications.
- Teaches students material related to UX design and research methods and thus gaining a solid foundation of the UX process and research methods.

Anthem, Inc – Innovation Studio in Atlanta, Georgia
UX Research and Design Intern | Feb. 2017 – Aug. 2017
- Worked directly with PMs, developers, and designers to determine project priority, design decisions, and research deliverables for Medicare shopping site for senior populations.
- Used surveys, remote-moderated testing, and interviews to fuel design recommendations for wireframes, behavioral specifications, and personas for populations with mental disabilities.

Codesigned in Atlanta, GA
- Performed heuristic evaluation on designs focused on usability throughout all browsers and to maintain positive user experiences throughout the design process.
- Established and educated co–workers on user experience evaluation process that was adapted by company after my leave.

Infor in New York, New York
- Worked with designers and PMs to clearly articulate design decisions based on user testing throughout the design process through A/B testing, interviews, and card sorts to create a fully mobile POS.

PROJECTS

Furnish King – Interior Design and Shopping App
- Furnish King is an interior design and furniture shopping application aimed towards users on a budget, in small apartments, and no experience furnishing. Conducted surveys, navigation tests, and interviews to fuel design decisions.

Order Up! – Wearable Auditory Interface for Restaurant Servers
- Order Up! is a wearable auditory interface that helps restaurant servers efficiently divide attention between guests, co–workers, and the cognitive load necessary for the upkeep of their area. Used field observations, interviews, surveys, and user testing to fuel audio design decisions.

SKILLS

UX Research
- A/B Testing
- Affinity Mapping
- Card Sorting
- Cognitive Walkthroughs
- Contextual Inquiries
- Field Observations
- Focus Groups
- Heuristic Evaluation
- Persona Creation
- Remote Usability Testing
- Statistical Analysis
- Survey Design
- Task Analysis
- Usability Testing
- User Scenarios

UI Design
- After Effects
- Information Architecture
- Information Visualization
- Interaction Design
- Sketch
- Wireframe Production

Prototyping
- Axure
- Balsamiq
- Flinto
- InVision
- Principle
ZHONGHE WEN
Seeking Full-time UX Designer Position
I am proud of my curiosity and passion for the world

WORK EXPERIENCE

ADP, Inc. | UX Design Intern
May - August 2017
• Conducted design iteration and designed new web pages
• Planned and conducted validation research to justify new designs when receiving different opinions from stakeholders
• Built InVision prototype for research
• Coordinated with clients while resolving research issues

Beijing Host Co. Ltd. | UX Research Intern
December 2015 - February 2016
• Conducted usability tests for 10 plus applications and gave recommendations to improve interfaces
• Improve instruction manual and online help experience
• Collected feedback on current design

Beijing Camore Health&Tech Co. Ltd. | UX Design Intern
January - June 2015
• Designed all web pages of the management system used for managing orders/inventory and supporting customer service
• Designed mobile app pages for deliverymen and designed the interaction between this mobile app and the management system

PROJECTS

Potluck - An on-campus dining solution | Lead Designer
• Planned and conducted multiple research to discover user needs
• Brainstormed design ideas and made design decision
• Designed the UI kit and mobile app pages
• Conducted usability tests and design iteration

Minibay - Cross platform inventory management | Designer
• Interviewed target user and defined user needs
• Designed and implemented monitor dashboard
• Designed and laser cut the container for refrigerator prototype

OmniAR - AR shopping experience for Walmart | Researcher
• Conducted research (competitive analysis, interviews of customers and Walmart associates, user journey map) to understand user needs.
• Designed the AR UI kit and prototyped it

DataVizards - A data vis tool to seek an ideal city | Designer
• Cleaned the data and designed the visualization
• Implemented the interface with Tableau

EDUCATION

Georgia Institute of Technology
Human Computer Interaction, M.S.
May 2018

Sichuan University
Industrial Design, B.E.
June 2015

SKILLS

Design
Sketch, Photoshop, Illustrator, InVision, Axure

Programing
HTML, CSS, Bootstrap, Javascript, Angular JS, Python

Research
Heuristic Evaluation, Usability Testing, Persona, Contextual Interview, Affinity Mapping, Coding, Survey, Empathy Map, Cognitive Walkthrough, Card Sorting

RESEARCH

Medium Probe
Investigate the role of social media in communication between international students and their parents.
Researcher
Second author
Sept.2016 - Jan.2017
EDUCATION
Georgia Institute of Technology
M.S. in Human Computer Interaction
GPA 4.0 | May 2019
B.S. in Industrial Design
GPA 3.94 Highest Honors | May 2017

EXPERIENCE
Graduate Research Assistant | Aug 2017 - Present
Undergraduate Research Assistant | Oct 2015 - May 2017
SimTigrate Design Lab - Georgia Institute of Technology
• Led the simulation and research study protocol in a CDC-sponsored project to reduce infection risk for healthcare workers in biocontainment units.
• Analyzed simulation observations and generated recommendations for the design of biocontainment units
• Created graphics and visuals, wrote reports to present results to stakeholders
• Mentored and managed undergraduate research assistants to meet educational and project goals

PROJECTS
RipeNow | Fall 2017
Used the user-centered approach to design and evaluate a system to improve the experience of selecting produce.

Prezent | Fall 2017
Designed, prototyped and evaluated a mobile application that assists users in generating gift ideas in situations when they have limited information.

PUBLICATIONS
Comparison of Overhead Utility Systems for Intensive Care Rooms
www.simtigrate.gatech.edu

Meeting the Challenge:
The Path Towards a Consumer Wearable Computer
www.wcc.gatech.edu

LEADERSHIP & HONORS
International Ambassadors at Georgia Tech
President 2016, Vice President 2015, VP of Marketing 2014
Women of Excellence Undergraduate Award
COA ADVANCE 2016 | Georgia Institute of Technology

SKILLS
Design & Research
• Digital Prototyping
• Physical Prototyping
• Personas
• Storyboard
• Task Analysis
• Journey Maps
• Affinity Diagrams
• Sketching
• Interviews
• Focus Group
• Contextual Inquiry
• Usability Testing
• Interactive Products
• Card Sort

Prototyping
• Sketch
• Axure
• InVision
• Arduino & Processing

Adobe Creative Suite
• Illustrator
• Photoshop
• InDesign
• AfterEffects
• Premier Pro

2D/3D Modeling & Rendering
• SolidWorks
• AutoCAD
• Fusion360
• KeyShot

Programming
(workng knowledge)
• HTML
• CSS
• Python
• JavaScript

Languages
• Spanish - Native
• English - Proficient
• Portuguese - Conversant
• Mandarin - Basic

Other Skills
• Photography
Hao WU

ccv101wh@gatech.edu | (470) 494-8552

OBJECTIVE
To obtain an internship as a digital designer

DIGITAL PORTFOLIO
https://www.haowuportfolio.com

EDUCATION
Georgia Institute of Technology, Atlanta GA
MSc in Digital Media, September 2017 – Present, Expected May 2019

The Hong Kong Polytechnic University, Hong Kong
MSc in Multimedia & Entertainment Technology, September 2015 – August 2016

The Hong Kong Polytechnic University, Hong Kong
BSc in Internet & Multimedia Technology, September 2011 – May 2015

SOFTWARE SKILLS
Unity, Visual Studio, 3DsMax, Adobe Photoshop, illustrator, XD, Premiere

CODING SKILLS
C, C++, C#, Java, JavaScript, objective C, HTML, PHP, PYTHON

PROJECTS
Trespass | A stealth VR game | September 2017 – December 2017
Designer & Lead Programmer | C# & Unity VR & HTC VIVE
-Participated in game design process with a team of 4
-Worked as lead programmer, responsible for all code structure and implement
-Explored impossible space technology in VR
-Explored how to use VR as a story-telling media
-Coordinated works of artists and designer in my team
-Presented the project on October 18, GVU Demo day at Gatech

The Little Door God | A 2D puzzle game | February 2016 – August 2016
Lead Game Designer & Lead Programmer & Animator | C# & Unity
-Responsible for core game mechanics, game loop and level design and for all code structure and implement with a team of 5
- Participated in the development of the animations of the little door god
-Communicate the game concept to the audience
-Host a campaign of Little Door God in Longhuatianhong Shopping Mall in Shenzhen

A Song of Georgia Tech | A Hacking & Tinkering Design Research |
September 2017 – October 2017
Designer & Technician | Arduino
-Generated the core design idea with a team of 3
-Lead Technician, responsible for the hardware and codes
-Contributing to the design of presentation form including website, video, insights and instructions

Exhibition Design | An exhibition of Atlantic historical females
October 2017 – December 2017
Designer | Illustrator & Photoshop
-Participated in design process with a team of 3
-Participated in the processes of research and poster illustration
-Successfully combined digital artifact and posters to design the exhibition

EXPERIENCE

Rural Commercial Bank of Zhangjiagang, Summer 2014
Technical Intern
-Participated in the network system maintenance
-Participated in trips to other branches for troubleshooting of network system
-Helped teammates communicate work requirements with each other

COURSE WORK
-Visual Culture & Design
-Concept Art & Production
-Game Design
-Discovery and Invention in Digital Media
-The Computer as an Expressive Medium
-Industry Design

WORK EXPERIENCE

Rural Commercial Bank of Zhangjiagang, Summer 2014
Technical Intern
-Participated in the network system maintenance
-Participated in trips to other branches for troubleshooting of network system
-Helped teammates communicate work requirements with each other
SHENXI WU
Seeking UX Design/Interaction Design Internship, Summer 2018
Previously granted H1B status, need a H1B transfer only

sxwu11@gmail.com
(217) 419-4327
swudesign.me

EDUCATION

Georgia Institute of Technology, Atlanta, GA
M.S. in Human-Computer Interaction, Aug. 2017 - Present
Specialization in Interactive Computing 4.00/4.00

University of Illinois at Urbana-Champaign, Champaign, IL
M.S. in Architecture, May. 2015 3.73/4.00
• Robert F. Hastings Memorial Fellowship Recipient
• Design Award: Edward C. Earl Prize Nomination, 2013

University of Illinois at Urbana-Champaign, Champaign, IL
B.S. in Architectural Studies, Dec. 2012 3.82/4.00
• Graduate Student with High Honor
• Design Award: Edward C. Earl Prize Nomination, 2012

EMPLOYMENT

Research Assistant, IMAGINE Lab at GeorgiaTech, Atlanta, GA
Aug. 2017 – Present (5 months)
• Working with high polygonal digital modeling of Atlanta City for VR/AR project with 3DSMAX, preparing rendering, texture and other assets

Project Designer, RossTarrant Architects, Lexington, KY
Jul. 2015 – Jun. 2017 (2 years)
• Coordinating the production of graphics for marketing department
• Mentoring colleagues with computer-generated imagery technique
• Assisting construction administration and on-site observation

Teaching Assistant, University of Illinois, Champaign, IL
Aug. 2014 – May 2015 (9 months)
• Lead lab sessions for 20 grad-level courses; provide guidance for students in individual and group settings

Graphic Designer, URBANUS Architecture & Design, Shenzhen
• Developing schematic design by creating storyboards and illustrations
• Creating digital and physical conceptual model

Research Assistant, University of Illinois, Champaign, IL
• Creating illustration and diagrams for projects and assist energy saving research for the Solar Decathlon project

ON-GOING PROJECT

UI/UX Design: Senior Tech Assistant
Aug. 2017 – Present
• Creating affinity map based on research data
• Developing storyboard, wireframe and prototype

User Research: WeChat Business in China
June. 2017 – Present
• Working with a PhD student on qualitative/quantitative research
• Conducting interviews and compiling data into report

VR/AR Project: Georgia Instutitue of Technology Digital Campus
Aug. 2017 – Present
• Creating 3D model and assets for VR projects in Unity

SKILLS

3D Modeling - 3DSMAX/Rhino/Sketchup/AutoCAD
• 7 years of academic + 2.5 years of digital modeling experience
• 1 year of gaming modeling experience with Unity

2D Graphics - Adobe PS/Ai/InDesign
• 7 years of academic + 2.5 years of visual design and graphic production experience

Prototyping Tools - Axure/Sketch
• 1 year of website prototyping experience with Axure and Sketch

Physical Prototyping - Modeling/3D Printing
• 7 years of academic + 2.5 years of physical modeling experience

UX Design - Storyboarding/Wireframing
• 2.5 years of storyboarding experience
• 1 year of wireframing experience

UX Research - Interview/Affinity Mapping/A-B Testing
• 2.5 years of client need analysis experience in architectural industry, 1 year of UX research experience in college

Front-end Development - HTML/CSS/Bootstrap
• 1 year of experience with website design

3D Modeling
• 7 years of academic + 2.5 years of digital modeling experience
• 1 year of gaming modeling experience with Unity

2D Graphics
• 7 years of academic + 2.5 years of visual design and graphic production experience

Prototyping Tools
• 1 year of website prototyping experience with Axure and Sketch

Physical Prototyping
• 7 years of academic + 2.5 years of physical modeling experience

UX Design
• 2.5 years of storyboarding experience
• 1 year of wireframing experience

UX Research
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Front-end Development
• 1 year of experience with website design

EDUCATION

Georgia Institute of Technology, Atlanta, GA
M.S. in Human-Computer Interaction, Aug. 2017 - Present
Specialization in Interactive Computing 4.00/4.00

University of Illinois at Urbana-Champaign, Champaign, IL
M.S. in Architecture, May. 2015 3.73/4.00
• Robert F. Hastings Memorial Fellowship Recipient
• Design Award: Edward C. Earl Prize Nomination, 2013

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ON-GOING PROJECT

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SKILLS

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• 1 year of gaming modeling experience with Unity

2D Graphics - Adobe PS/Ai/InDesign
• 7 years of academic + 2.5 years of visual design and graphic production experience

Prototyping Tools - Axure/Sketch
• 1 year of website prototyping experience with Axure and Sketch

Physical Prototyping - Modeling/3D Printing
• 7 years of academic + 2.5 years of physical modeling experience

UX Design - Storyboarding/Wireframing
• 2.5 years of storyboarding experience
• 1 year of wireframing experience

UX Research - Interview/Affinity Mapping/A-B Testing
• 2.5 years of client need analysis experience in architectural industry, 1 year of UX research experience in college

Front-end Development - HTML/CSS/Bootstrap
• 1 year of experience with website design

3D Modeling
• 7 years of academic + 2.5 years of digital modeling experience
• 1 year of gaming modeling experience with Unity

2D Graphics
• 7 years of academic + 2.5 years of visual design and graphic production experience

Prototyping Tools
• 1 year of website prototyping experience with Axure and Sketch

Physical Prototyping
• 7 years of academic + 2.5 years of physical modeling experience

UX Design
• 2.5 years of storyboarding experience
• 1 year of wireframing experience

UX Research
• 2.5 years of client need analysis experience in architectural industry, 1 year of UX research experience in college

Front-end Development
• 1 year of experience with website design
Sijia Xiao

Looking for UX designer / researcher internship in summer 2018

EXPERIENCE

Graduate Research Assistant @ Georgia Tech
01/2018 - present | Atlanta, GA
*Visualizing transportation trajectory of human trafficking to reveal criminal activities*
- Conduct literature review and competitive analysis
- Design the visualization system and implement the front end
- Negotiate with the police and NGOs for iterative design

UX Designer Intern @ Amazon
09/2016 – 02/2017 | Beijing, China
*Deal of the Day - a module that provides daily sales promotions*
- Redesigned mobile shopping interface to adapt to Chinese customers’ shopping behavior for Black Friday peak shopping season
- Conducted survey on 100 Amazon internal employees to gain feedback
- Improved the Click-Through Rate by 8% on Black Friday
*Discover channel - columns for freelancers to recommend products*
- Redesigned mobile layout to enhance browsing experience
- Redesigned back-end uploading platform to improve usability

UX Research Assistant @ Design Lab, UC San Diego
06/2016 - 08/2016 | San Diego, CA
*Consensus - A visualization system to help people reach consensus in group discussions*
- Conducted literature review and competitive analysis on related systems
- Designed the visualization and implemented the system front-end with D3/JavaScript
- Ran the focus group, interviews and survey in pilot study
- Analyzed and summarized the qualitative data in a paper accepted by CSCW and ACM TSC

UX Research Assistant @ HCI Group, Tsinghua University
09/2015 - 07/2017 | Beijing, China
*CEPT-Collaborative Editing and Polishing Tool for sharing of language knowledge*
- Designed and implemented the system front-end
- Ran field study in English classes in Tsinghua University for evaluative assessment
- Conducted follow-up interviews and survey with students

SELECTED PROJECTS

Enhance shopping experience of AmazonFresh
Redesigned Amazon website and mobile app to enhance produce shopping experience by leveraging users’ trust. My responsibilities included design, interview, survey, qualitative coding and usability testing.

Mirror
Designed a mobile app to help young adults learn financial literacy through self-reflection. My responsibilities included design, interview, survey, competitive analysis and usability testing.

SKILLS

Design
- Sketch
- Adobe CC
- Framer.js
- Balsamiq
- Axure
- Invision

Research
- Qualitative coding
- Contextual inquiry
- Usability testing
- Competitive analysis
- Literature review
- Quantitative coding

Programming
- JavaScript / D3
- Python
- HTML / CSS
- Arduino
- C / C++
- SAS / SPSS
- Framer.js
- Balsamiq
- Axure
- Invision

EDUCATION

M.S. in Human-Computer Interaction
08/2017 – 05/2019 | Atlanta, GA
Georgia Institute of Technology

B.S. in Computer Science
09/2013 - 07/2017 | Beijing, China
Peking University

PUBLICATIONS

Narges Mahyar, Weichen Liu, Sijia Xiao, Jacob Browne, Ming Yang, Steven P. Dow
*CSCW 2017, accepted*

Weichen Liu, Sijia Xiao, Jacob Browne, Ming Yang, Steven P. Dow
*ACM Transactions on Social Computing(TSC), accepted*
Will be presented on CHI 2018

EMAIL
- applexiao.com
- xiaosijia@gatech.edu
- www.linkedin.com/in/sijiaxiao
Shuhan Yang
UX Designer / Problem Solver

Experience

Product Design Intern - Thumbtack
📅 May - Aug 2017   📍 San Francisco, CA
Shipped a geo-targeting tool redesign which solved a feature limitation of zip code control using MVP. Shipped a new feature of travel fee to help Thumbtack pros quote more accurately using modular design. Explored the ideal version of geo-targeting tool within a cross-functional team. Won Best Tack-on Award in the Thumbtack Make Week Competition among 15 teams.

UX/UI Design Intern - Wugu
📅 Jul - Oct 2016   📍 Hangzhou, China
Shipped a mobile WeChat app design to popularize Wuxing, a traditional five-element theory of Chinese philosophy among young generations using gamification. Collaborated with the product manager on strategic design decisions.

UX/UI Design Intern - Zhuangquan
📅 Feb - Apr 2015   📍 Hangzhou, China
Designed iOS and Android interfaces of a mobile community for coin collectors that allows them to identify coins with image recognition technology, trade coins and share thoughts.

Visual Design Intern - Zhixun
📅 Aug - Sep 2014   📍 Wenzhou, China
Redesigned the home screen of a crime report app. Delivered several alternative ideas of visual styles.

Projects

Web Simulation - Smog Solver
📅 Apr - May 2017   📍 Atlanta, GA
Individual Project. Designed a web game to simulate the impact of environmental regulation on smog. Iterated the design based on user testing with mock-ups. Implemented the game using Phaser.js.

Mobile App - Grocery HelpAR
📅 Sep - Dec 2016   📍 Atlanta, GA
Team Project. Designed a mobile app from problem definition to user testing to improve international students' grocery shopping experience in the U.S.

Education

M.S., Human Computer Interaction
Georgia Institute of Technology
📅 Aug 2016 - May 2018 (anticipated)
Industrial Design track | GPA: 4.0

B.Eng., Industrial Design
Zhejiang University
📅 Sep 2012 - Jul 2016
Human-centered design focus | GPA: 3.92

Skills

Design Methods

Design Tools
Adobe Creative Suite, Sketch, InVision, Axure, Framer JS, Balsamiq

User Research Methods
Interview, Survey, Observation, Contextual Inquiry, Focus group, Card sorting, Heuristic Evaluation, Usability test

Programming
HTML/CSS, Sass, JavaScript, Python (basic), Java (basic), C (basic)

Awards

2nd Place in Convergence Innovation Competition
📅 Dec 2016   📍 Atlanta, GA

Second-class scholarship for outstanding merits
📅 Dec 2013   📍 Hangzhou, China
WORK EXPERIENCE

Graduate Research Assistant
Georgia Tech Social Dynamics and Well-being Lab / Jan 2018 - present
- Work for the Tesserae project, a multi-university research project which aims to understand workplace performance via sensors, social media, and self-reporting
- Lead participant enrollment sessions; distribute and set up smartwatches, Bluetooth beacons, and laptops at their workplaces
- Analyze data from smartwatches, sensors, social media, and daily self-reported responses

Graduate Research Assistant
Georgia Tech Center for Geographic Information Systems / Jan 2017 - May 2017
- Created a prototype of AR architectural simulation and conducted usability tests with users

UX Designer
Team VOID / Jan 2015 - Aug 2016
- Designed storyboards for advertising campaigns for Gentle Monster
- Designed wireframes for NIKE Korea promotion website

Graduate Student Researcher
Institute of Convergence Science at Yonsei University / May 2012 - Dec 2014
- Coded the interactive part of an advertising campaign for Lotte mall
- Created video content for a public art installation (Edinburgh International Festival, Scotland)

SELECTED PROJECTS

Student Mental Health Dashboard (Master’s project)
Georgia Tech Social Dynamics and Well-being Lab (P.I.: Munmun De Choudhury)
- Conduct interviews with campus administrators and clinicians to gather user requirements
- Design a dashboard for campus administrators and clinicians, which enables them to look at mental health related data from students’ smartphone and social media

AR Whole Home Gaming Project (Microsoft Hololens Game)
Georgia Tech Aware Home Research Initiative (P.I.: Maribeth Gandy)
- Created a Microsoft Hololens game which enables players to control smart bulbs
- Presented demo to TechSAge State of the Science Conference 2017

RECOGNITIONS

2nd place, Georgia Tech Convergence Innovation Competition
Georgia Tech Research Network Operation Center / Oct 2016
- Created an augmented reality shopping assistant application using Unity and Vuforia

EDUCATION

Human-Computer Interaction, M.S.
Georgia Institute of Technology 2018
4.0/4.0

Media Art, M.F.A.
Yonsei University, Korea 2014
4.0/4.0

Business Administration, B.B.A.
Seoul National University, Korea 2011
Graduated with honors

SKILLS

User Research
- Survey
- Interview
- Contextual Inquiry
- Card Sorting
- Rapid Prototyping
- Heuristic Evaluation
- Usability Testing

UX Design
- Sketch
- Balsamiq
- Invision
- Axure
- Adobe Creative Cloud

Code
- JavaScript
- C#
- C/C++
- Arduino
- HTML5 + CSS

VR/AR Development
- Unity3D (C#)
- Oculus Rift
- Hololens
- HTC Vive
INFO

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www.yufangxiao.com
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rickyyu@gatech.edu
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+1 (404)4018858

EXPERIENCE

01/2018 – | Atlanta, Georgia
Prototyping eNarrative Lab, Georgia Tech
Graduate Research Assistant
• Assisted and inspired students in Prototyping eNarrative Lab to build virtual reality prototypes.
• Designed and developed an interactive narrative platform to help writers create a romantic story based on a story-structuring theory by Dr. Janet Murray.

12/2016 – 06/2017 | Wuhan, China
Digital Media Lab, Wuhan University
UX Research Assistant
• Conducted UX research in a project supported by Ministry of Education in China.
• Made interviews, personas, and storyboards to optimize the interactive process of using cellphone interface to publish public information in a natural disaster context.

06/2016 – 10/2016 | Wuhan, China
Dyclub Media Lab
UX/UI Design Intern
• Designed the user interface and interactive workflow for interactive news game, including an interactive history presentation project.
• Visualized data and information to produce infographics assisting in science communication, cooperating with some famous media.

02/2016 – 06/2016 | Beijing, China
Tencent
Data Analyst Intern
• Use statistical methods to analyze data performances from mobile digital products of Tencent, and completed a data report every three days to provide suggestions on operation strategy.

EDUCATION

08/2017 – | Atlanta, GA
• Georgia Institute of Technology
MS – Digital Media
GPA: 3.76/4.0

09/2013 – 06/2017 | Wuhan, China
• Wuhan University
BA – Communication
GPA: 3.77/4.0  Rank: 2/38
Daier Yuan  UX Researcher
daier@yuan.com • daier@gmail.com • (217) 974-5165

EDUCATION
Georgia Institute of Technology  Expected Graduation Date: May 2019
Master of Science in Human-Computer Interaction  G.P.A: 4.0/4.0

Vanderbilt University  August 2015 – May 2017
Bachelor of Arts in Sociology & Philosophy, Phi Beta Kappa  G.P.A: 3.91/4.0

Highest Honors in Sociology
University of Illinois at Urbana-Champaign  August 2013 – May 2015
Sociology Major  G.P.A: 3.98/4.0

RESEARCH & WORK EXPERIENCE
Driver Operations Intern  Beijing, China
Didi Chuxing  June 2017 – August 2017
• Interned at a major ride-sharing company in China
• Designed and implemented experiment to improve drivers’ performance using behavioral economics
• Designed and promoted survey, receiving response rates 3x as high as usual response rates

Sociology Honors Student  Nashville, TN
Sociology Honors Program  August 2016 – April 2017
• Completed an honors thesis: “The presentation of self of college students on LinkedIn”
• Conducted content analysis and quantitative analysis of 600+ LinkedIn profiles to examine factors affecting students’ online presentation styles and personal branding techniques
• Awarded the Phi Beta Kappa Joel Tellinghuisen Award for outstanding research

Undergraduate Research Assistant  Nashville, TN
Judgment and Decision-Making Lab  January 2016 – May 2017
• Examined how people made causal judgments; duties include designing survey of 300+ questions and implementing experiments with human participants, collecting data, and analyzing data
• Co-authored a paper with Dr. James Yearsley and Dr. Jennifer Trueblood, which has been accepted for oral presentation at CogSci 2017

Undergraduate Research Assistant  Champaign, IL
Cultural Heritage and Racial Identity Lab  September 2014 – May 2015
• Devised methods for participant recruitment and for conducting focus groups
• Facilitated in running four focus groups of 20+ participants

SELECTED PROJECT
Tech Coach: helping senior citizens to learn to use smartphones  August 2017 – December 2017
• Researched user needs through literature review, interviews, surveys, and task analysis
• Created paper prototypes, developed evaluation plans, and conducted usability testing for design improvement

SELECTED HONORS AND AWARDS
• Phi Beta Kappa Joel Tellinghuisen Award for Outstanding Research (2017)
• Dean’s List Recognition (every semester, 2013 – 2017)

SKILLS
Design  Personas, Wireframing, Paper Prototyping
Tools  Qualtrics, Stata, JASP, REDCap, HTML/ CSS, Balsamiq, Corel VideoStudio
XIUXIU YUAN
1220 Mecaslin St. NW Apt 3553 Atlanta GA 30318 USA
678-860-4167 | yuanxiuxiu2013@gmail.com | xiuxiuyuan.com

EDUCATION

Georgia Institute of Technology | Atlanta, GA  Aug 2015 - May 2018 (expected)
M.S. Industrial Design, GPA 4.0

Georgia Institute of Technology | Atlanta, GA  Aug 2013 - Aug 2015
M.S. Public Policy, GPA 3.67

Capital University of Economics and Business (CUEB) | Beijing, China  Aug 2009 - Jun 2013
B.S. Human Resources Management, GPA 3.9 Ranking: 3/199
Minor: Finance

WORK EXPERIENCE

Product Designer  Apr 2017 - Present
Yofo Medical Tech Co., Ltd. | Atlanta, GA
Consult for a Chinese healthcare company in designing a dental cone beam computed tomography (CBCT) scanner. Conduct market research for dental CT scanner and assist the company with market positioning and design strategy. Provide ideation sketches based on client’s requirements and research findings; generate CAD models, 3D Printed models and renderings for internal company review. Cooperate closely with engineers and facilitate product manufacturing process. A patent application for the design is currently in process.

Graphic Designer and Web Expert  Jan 2017 - Present
Georgia Institute of Technology IAC Communication Office | Atlanta, GA
Design brochures, programs, invitations, evites, posters, data visualizations, power point presentations, and other digital and print collateral. Provide technical expertise and develop digital designs and setups for MailChimp, college website, project management, and other technical programs. Manage/update and design websites including style, architecture, and functionality. Create page content through various Content Management Systems and HTML.

Graduate Teaching Assistant  Jan 2014 - Dec 2016
Georgia Institute of Technology | Atlanta, GA
(1) PHIL3127 Science, Technology and Human Values
(2) CS4001 Computing and Society
(3) PHIL3109 Engineering Ethics

Research Intern  Mar 2013 - Jul 2013
Hudson | Beijing, China
Supported Senior Managing Consultant Samson Liao and Accounting and Finance team. Conducted search for qualified candidates based on client’s needs. Prepared candidates evaluation reports, including background checks. Managed appointments and held interviews in both English and Mandarin. Maintained company’s database.

Beijing Xicheng Human Resources and Social Security Bureau | Beijing, China
Designed survey questions with supervisor and staff representatives through semi-structured interviews. Conducted surveys, sorted survey results and coded results in Microsoft Excel. Conducted statistical analysis in IBM SPSS and submitted analysis reports with major findings. Managed the work of the whole team and coordinated efficiently with other stakeholders.
SPONSORED & LAB PROJECT

Wearable Device for Passive Haptic Learning and Rehabilitation Aug 2017 - Present
Georgia Tech GVU Center - Contextual Computing Group | Atlanta, GA
Lead Designer Work with Human-Centered Computing Ph.D. student Caitlyn Seim and engineer students to design and conduct research on wearable device to understand and facilitate Passive Haptic Learning and Passive Haptic Rehabilitation.

User Specific Assistive Technology (MID Graduation Thesis) Jun 2017 - Present
Georgia Tech Rehabilitation Engineering & Applied Research Lab | Atlanta, GA
Develop a system to facilitate physical therapist to design and deliver highly customizable hand-held switch controls for persons with disabilities. Research on parametric modeling software, rapid prototyping tools, and low-force switch mechanism. Conduct interviews with clinicians from Children Hospitals of Atlanta and Duke University to refine the design. Research and design an operational system, search for and test qualified components. Write scripts in parametric modeling software and design user interface. Test the system and refine the design.

System Level Combative Patient Restraint Design Jan 2017- Mar 2017
Stryker – Medical Devices & Equipment Manufacturing Company | Atlanta, GA
Industrial Designer Developed a system level solution that allows for the restraint of combative patients to be quick, simple, safe and secure. Conducted first and secondary research. Used anthropometry and ergonomics findings to generate multi-purpose stretcher chair. Delivered sketches, CAD models, renderings and 1:5 scaled white model to industrial director and engineers from Stryker.

Boeing 777 Aircraft Galley Re-design Oct 2016 - Dec 2016
Delta | Atlanta, GA
Industrial Designer and Group Leader Re-designed and configured galley design and packing process on Boeing 777 aircraft for Delta, to maximize space and accommodate all desired products. Our team particularly focused on coffee mug containers reconfiguration and reduced 20% of overall space usage. This project was featured in Delta’s news press.

SKILLS, LANGUAGES & SOFTWARE

Research Statistical Analysis | Qualitative Analysis | User Experience Journey Map
Human Centered Design Ergonomics | Anthropometry
Visual Communication Sketch | Graphic Design | Storyboard | Photography
Prototyping CAD Modeling | 3D Printing | Rapid Prototyping | Arduino | Video Editing
Management Project Management | Finance
Programming Python | C | R
Web HTML | CSS | CMS

Languages English | Mandarin

Software Photoshop, Illustrator, Indesign, After Effects, Premiere Pro, Experience Design, SolidWorks, Fusion 360, Rhino (Grasshopper), KeyShot, Axure, Sketch, Sketchbook, Microsoft Office, IBM SPSS

HONORS AND MEMBERSHIP

2017 Purmundus Challenge 2016, Final List
2016 Georgia Tech Graduate Studio, Best in Show
2015 Autodesk Fusion 360 Challenge, 1st place
2015 - Present The Industrial Designers Society of America | Student Member
SUMMARY

- Experienced with building multiple games in Unity and taking games from conceptualization to completion; Game featured on Georgia Tech’s GVU 25 Demo Day and received high praises.

EDUCATION

[Masters of Science in Digital Media] [GPA 3.77] | [Georgia Institute of Technology] [AUG 2017] – [PRESENT]
Studied video game theories and developed multiple video games under Dr. Janet Murray and Dr. Ian Bogost.

[Bachelor of Art, Economics] | [Emory University] [AUG 2013] – [MAY 2017]
I gained a deep understanding of the trend of consumption in the video game market.

EXPERIENCE

QA/Manager, 4-Month Virtual Reality Game Project (Sep 2017 – Dec 2017) Trespass VR: Single player Stealth-Based Game, Unity Engine, HTC Vive
- Created the vision for the game and wrote game design documentation
- Designed the game and its key interactions
- Prototyped test levels and organized playtesting sessions to gather feedback and improve gameplay flow, pacing, and progression.
- Rebuilt the game from ground up based on the feedbacks
- Game was featured on GVU 25 at Georgia Tech and received high praises from industry professionals

Game Designer/Scripter, 2-Month Indie Game Project (Oct 2017 – Dec 2017)
- Designed and built a hardcore action game in two months
- Ran regular playtesting sessions and used playtesting feedback to improve the user experience with emphasis on making the difficulty curve as smooth as possible
- Designed and scripted unique environmental mechanics in C#
- Designed and scripted player and enemy mechanics
• Hosted Open Demo at Georgia Tech

SKILLS
• Writing game design documentation
• Designing game mechanics and systems, with a special focus on Virtual Reality, narrative, and action games.
• Implementing gameplay flow, pacing, progression
• Prototyping, playtesting and tuning and balancing gameplay
• Scripting languages: C# and JavaScript
• Level design and level building for action platforming games in Unity
• Asset placement to populate levels
• Unity engine and RPG Maker
• Photoshop and Blender
• Microsoft Word, Excel, and PowerPoint

ACTIVITIES
Events Coordinator, Georgia Institute of Technology (Oct 2017 - Present)
• Planned and managed four Demo events ranging in size from 10-40 people
Ziyin Zhang
Interaction Designer | UX Engineer

INFO
Portfolio
lindazhanghf.github.io
Email
lindazhanghf@gmail.com
Phone
(706) 248 - 6569

OBJECTIVE
Seeking 2018 summer internship in UX design and UX research

SKILLS
UX Design
Wireframe
Prototype
Interviews
Storyboard
Usability Testing
Persona Writing
Design Tools
Photoshop
Illustrator
Premiere Pro
AfterEffects
InDesign
Sony Vegas Pro
Prototyping
Balsamiq
MarvelApp
Axure
Development
JavaScript
HTML/CSS
Python
Java
SQL
Game Engine
Unity Game Engine
GameMaker Studio
Unreal Game Engine

EDUCATION
M.S. Digital Media, Georgia Institute of Technology
Expected May 2019
B.S. Computational Media, Georgia Institute of Technology
Expected May 2018
• Concentrate in Media and Game Studies, GPA 3.64/4.00

EXPERIENCE
Graduate Teaching Assistance, Georgia Institute of Technology
Aug. 2017 - Dec. 2017
• Aid students in designing and programming games using Unity
Front-end Development Intern, BeenaVision Inc.
• Designed and developed user interface for client portal
• Analyzed data from large SQL database and visualized using D3.js

PROJECTS
Below - Amazon Alexa Game
Nov. 2017 - Dec. 2017
• Designed voice user interface for an interactive narrative game
• Wrote JavaScript to analyze user’s conversation intents and determine branching of the storyline
IMPRINT - Event Hosting Web App
Mar. 2017 - Apr. 2017
• Designed user experience based on analysis of the Atlanta Community Engagement Playbook
• Implemented an interactive web app using AngularJS 4 that allows users to host and sign up for events
Music Glove - Wearable Device Interaction Design
• Designed interaction for a wearable instrument and its corresponding mobile app user interface
• Visualized the interaction process using storyboards, persona, system diagram, video, and high-fidelity prototype
Google Glass Social Helper Concept App
Jan. 2017 - Apr. 2017
• Prototype a concept app to assist in conversations and social interactions for people on the Autism Spectrum Disorder
• Evaluated the Google Glass application by usability tests and interviews
Gesture-based Audio Mixing Wristband
• Designed and implemented an wearable device for DJs and performers to help on-stage audio mixing
• Built a wearable prototype using Arduino and accelerometer sensor
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LINL LU ZHOU
UX & VISUAL DESIGNER

EDUCATION

Georgia Institute of Technology
M.S. in Human-Computer Interaction
2016 - 2018.5

University of Wisconsin - Madison
M.A. in Graphic Design
2013 - 2015

Dalian University of Technology
B.Eng in Industrial Design
2009 - 2013

SKILLS

Design
Storyboarding / Persona
Wireframing
Low-Fi/Hi-Fi Prototyping
Graphic Design
3D Modeling
Motion Graphic
Free Hand Sketching

Research
Survey / Interview
Focus Group / Contextual Inquiry
Heuristic Evaluation
Usability Testing
Competitive Analysis

Programming
HTML/CSS, Javascript, PHP

Software & Tools
Adobe Creative Suites,
InVision, Sketch, FramerJS
Balsamiq Mockups, Axure
Camera4D, 3dMax, Rhino
Microsoft Office

PUBLICATION


EXPERIENCE

TeamLab - Tokyo
UX DESIGN INTERN I E-COMMERCE
2017.5 - 2017.8

- Redesigned two E-Commerce Apps (nda; please contact for detail);
- Created image/video materials for several projects.

Coupang - Shanghai Office
UI DESIGNER I E-COMMERCE
2015.9 - 2016.7

- Main designer for Labor Management System, a business management website to analyze the performance of Coupang delivery men;
- Redesigned the Fraud Detector System, a management website that increases QA tester's efficiency to detect fraud actions of vendors / customers;
- Was in charge of overall branding materials.

SELECTED PROJECTS

- (NDA) Fashion E-Commerce APP
  MOBILE APP FOR A JAPANESE TOP FASHION GROUP | TEAM-LAB
  2017.5 - 2017.8

  - Collected requirements from clients;
  - Did heuristic evaluations for the old app; analyzed users’ behavior flow through Google Analytics;
  - Developed wireframe and Hi-fi prototype; created UI guideline.

- (NDA) Fashion Rental Mobile APP
  MOBILE APP FOR A JAPANESE FASHION RENTAL BRAND | TEAM-LAB
  2017.7

  - Did heuristic evaluations for the old app;
  - Redesigned the product detail page, styling detail page, and order history page.

- MD2K mHealth Engager - User Engagement Research
  HEALTHCARE APP RESEARCH | GEORGIA TECH UBICOMP LAB
  2016.9 - present

  - Did literature review for existing knowledge related to motivation and engagement; did competitive analysis on existing products;
  - Developed wireframe and Hi-fi prototype for the Android mobile healthcare app wrapper.

- Labor Management System
  BUSINESS MANAGEMENT SYSTEM UI DESIGN | COUPANG
  2016.4 - 2016.7

  - Collaborated with project manager to conduct research on target groups’ behavior and habits; developed flowchart, wireframe, visual guideline, low-fi and hi-fi prototypes;
  - Conducted usability test and make revise iteratively.

HONORS

- Carrie Jones Cady Scholarship
  UNIVERSITY OF WISCONSIN - MADISON
  2014.5

- Third Prize, 2013 Dalian Design Festival
  CHINA INDUSTRIAL DESIGN ASSOCIATION
  2013.5

- James B. and Susan Solie Patterson Graduate Student Award
  UNIVERSITY OF WISCONSIN - MADISON
  2013.5