

Education

MS, Human Computer Interaction Design, Indiana University School of Informatics

BS, Informatics: Communication Core, University of South Carolina Upstate

Relevant Experience

Interaction Designer, Disney Feature Animation Studios

- » Work collaboratively with multiple teams and stakeholders in deadline-driven film production environment
- » Assist Interaction Design team with redesign of company intranet
- » Design documentation tools for use by hundreds of employees
- » Deliver wireframes and low-fi prototype design work to developers
- » Conduct user research to develop personas, scenarios, and task flows

Interaction Designer, Hanapin Marketing

July-November 2009

- » Worked closely with CEO to develop brand and web strategy for blog redesigns resulting in increased web traffic and reader satisfaction
- » Used interviews and affinity diagramming to quickly synthesize client needs and generate design directions
- » Delivered wireframes to visual designer and developers for SEO-friendly website
- » Responded to and iterated upon client changes in short time frames
- » Provided actionable items and design goals for client through thoughtful critique and presentations

Lead Designer and User Researcher, DiamondTouch Table Research

January 2009 - February 2010

- » Directed 4-person team to create and conduct design and user research plans
- » Worked closely with programmers to test and develop several multi-touch cooperative games for the Mitsubishi DiamondTouch Table
- » Used interviews and participatory design to create and evaluate design concepts
- » Wrote design and research documentation accepted to Interactive Tabletops and Surfaces 2009 conference.

Associate Instructor, Indiana University

August 2008 - May 2010

- » Directed and mentored multiple teams to develop wide range of information technology solutions
- » Instructed new design students on the application of human-centered design standards and processes
- » Helped create curriculum to teach the practice of user research, concept development, critique, and evaluation

Methods

Sketching
Affinity Diagramming
Paper Prototyping
Storyboarding
Scenarios
Personas
Card Sorting
Information Architecture
Role-Playing
Ethnographic study
Cultural probes
Focus groups
Diary studies
Interviews
Usability Testing

Software

Photoshop
Sketchbook Pro
Balsamiq
Illustrator
InDesign
Flash
Silverback
Dreamweaver
Fireworks
Microsoft Office Suite
Mac / Windows OS

Technical Skills

Visual Basic
XHTML / CSS
SQL
Actionscript 3.0
Processing

Activities

Co-founder, HCI/d Discussion Circle
Mentor, IU Interaction Design Course
Consultant, Coaches Choice
Member, IU Design Club
Researcher, NSF study of I-TRIZ