

EDUCATION

M.S. Human Computer Interaction Design
Indiana University | Bloomington, IN – GPA: 4.0
Expected graduation May 2009

B.S. Economics
Indiana University | Bloomington, IN 2007

RECENT DESIGN PROJECTS

City of Bloomington Economic Development Strategic Design Plan Spring 2008
Worked with a community partner to develop a strategic design plan to improve downtown Bloomington.

Museum Exhibit Interaction Design Spring 2008
Developed and prototyped a universally accessible exhibit based on a representation of a Leonardo da Vinci workshop.

iPod Touch Feedback Design Fall 2007
Designed a visual feedback system for an iPod Touch based quizzing program.

EXPERIENCE

Research Assistant Jan 2008 - Present
Indiana University's School of Informatics | Bloomington, IN
Lead User Experience Designer for NetTrust, a value and social mediated browsing toolbar.

Associate Instructor Aug 2007 - Present
Indiana University's School of Informatics | Bloomington, IN
Supervisor for undergraduate-level courses (I130 - Introduction to Cyber Security and I330 - Legal and Social Informatics Security) under Professor Jean Camp.

Geek Squad / Best Buy | Bloomington, IN Oct 2003 – Present
Part-time Agent promoted to Senior of Counter Intelligence
Oversaw 5-8 employees including the maintenance of daily operations, development and tracking of employee training, managed the progress of company initiatives, conveyed management's goals to the employees, and interacted with end users on a daily basis, all to ensure client satisfaction.

PRESENTATIONS

Google – NetTrust Tech Talk Presentation February 2008
Presented the results of a semester long usability study to involved parties.

DESIGN SKILLS

Design methods: personas, scenarios, user/human-centered design, experience prototyping, field observations, ideation, qualitative/quantitative analysis, affinity diagrams, proof-of-concept, participatory design, interaction design, immersive experience design

User Research: usability testing, contextual inquiry, cultural probes, GOMS analysis, ethnography, heuristic analysis, cognitive walkthrough, focus group, interviews, data analysis, survey design/implementation, wizard of oz, Camtasia Studio

Prototyping: Photoshop, Illustrator, Flash, Visio, experience prototyping, paper/foam core prototyping, sketching, sculpting, photojournalism

Development: HTML, CSS, Introductory knowledge of Action Script 3.0

AFFILIATIONS

ACM SIGCHI
Usability Professional Association
Creative & Aesthetic Interaction Design Group, School of Informatics
GISA (Graduate Student Informatics Association) - Member of Social, Community Voice, Research & Professional Development committees