| Curriculum Vitae | | |
|------------------------|--|---|
| Taylor Davis | 2500 College | Cell: 333-456-7890 Dr., New York, NY, US |
| Education Backs | ground | |
| 2009 – 2013 | Bachelor of Science Human-Computer Interaction (HCI) University Delta | New York, NY |
| Research Experi | ence | |
| 2014 - 2015 | Research Assistant Urban Studies Lab | New York, CT |
| 2013 - 2014 | Research Assistant User Experience Lab Taylor participated in a research project that aimed to facilitate students' classroom participation through the design of new technology. Taylor's responsibilities include attending classes with several student volunteers, observing their behaviors, and taking notes of their current technology use at class. | |
| 2012 - 2013 | Research Assistant Interactive Intelligence Lab | New York, CT |
| Industrial Expe | rience | |
| 2017 - 2018 | Product Designer Tuft & Needle Inc. | Phoenix, AZ |
| 2016 – 2017 | Animation Designer Vrboz Inc. Taylor worked on projects that created high-quality 3D animations for video games. In these projects, Taylor served on a joint team that included visual artists, scriptwriters, and developers. The responsibility was to construct the animation effects of two treasure hunting games. | |
| 2015 – 2016 | User Interface Designer Triangle Wireless Inc. | Austin, TX |