

# Benjamin Malley

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[benjaminmalley.github.com/about](https://github.com/benjaminmalley/about)

## SKILLS

### Software development

Agile development  
Python (Django, Flask)  
JavaScript  
(jQuery, d3, Angular)  
Haskell  
Java (Android SDK)  
Databases  
(MySQL, MongoDB, Redis)  
HTML5 & CSS (Bootstrap)  
Version control (git)

### Design methods

Wireframing /  
Prototyping  
User research /  
Contextual inquiry  
Survey design  
Usability testing

### Data analysis

Applied statistics &  
machine learning  
Information visualization  
Social network analysis  
R (ggplot2, igraph)  
Python (numpy, scipy)  
Web analytics  
(Google analytics)

I am a software developer and user experience professional with over five years of experience researching, managing and implementing software solutions to solve business problems. I am comfortable with a variety of tools and technologies for both web and mobile development.

## EDUCATION

**University of Michigan**, MS in Information – Human-Computer Interaction (April 2010)

President, School of Information Student Association (2009 – 2010)

Member, Provost's Student Academic Advisory Board (2009 – 2010)

**Warren Wilson College**, BA in Mathematics (May 2005)

## EXPERIENCE

**Analyst, Altarum Institute** (May 2011 – Present)

I advise clients on the workflow impact, user experience and population-level health outcomes of health information systems and build new systems to address these needs.

I am currently designing a clinical decision support system to empower physicians and reduce patient demand for inappropriate medicine. I am directly responsible for user research, prototyping and front-end development (using Bootstrap and Angular).

I led the development of an \$8.5 million, [3-year program to reduce inappropriate imaging](#) in Michigan's largest provider organizations, managing a five-person team in conducting research, developing a business case and operations plan, and establishing partnerships with clinical leaders.

**Research Intern, Adobe Creative Technologies Lab** (June 2010 - September 2010)

To identify and solve problems faced by users of Adobe Photoshop and Illustrator, I designed and led a user study and analyzed data from Adobe.com. I provided usability and user experience analysis to product leads for Photoshop and collaborated on the design of Photoshop with Friends, a social learning tool.

**Co-founder, Phonagle LLC** (April 2009 – June 2010)

As part of a four-person team, I developed [outWord](#), a location-based word game for the iPhone with more than 10,000 downloads. We won the 2009 RPM Ventures business competition (\$20,000 award), competing against more than 35 startups. I was responsible for both front end code in Objective-C and server-side code using Python's Django framework.

**Associate, PricewaterhouseCoopers** (May 2006 – June 2008)

To support business IT objectives, I performed systems analysis, evaluation of vendor solutions and user testing for the implementation of new data and infrastructure management systems.

**Web Developer, University of Michigan** (July 2005 – April 2006)

I designed a new web portal for a research department using JavaScript, HTML and CSS.

## SELECTED PROJECTS

### en route

I designed and developed a mobile [web application](#) that allows users to share their location during a trip, for example when picking someone up from the airport. To iterate on the design, I developed and conducted user studies on wireframes and functional prototypes.

**Feedback channels: real-time feedback for the classroom** (class project)

As part of a five-person team, I designed a [web application](#) that allows students to give feedback and ask questions during lectures without interrupting class. We incorporated surveys, [personas and scenarios](#) and user studies into our design.

[Photoshop with Friends: A Synchronous Learning Community for Graphic Design](#). Juho Kim, Benjamin Malley, Joel Brandt, Mira Dontcheva, Diana Joseph, Krzysztof Z. Gajos, and Robert C. Miller. CSCW 2012 Interactive Demo, Seattle, USA 2012.

I was a contributor to a system designed mitigate the difficulties encountered when searching the web for help with graphic design tasks by providing just-in-time context-aware help.

**Haskell statistics** (open source contribution)

I contributed code to the Haskell statistics library to efficiently compute probability distributions.