

Bakari Wilkins

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Objective:

Third-year Human-Centered Computing student at RIT, seeking a Spring or Summer 2019 co-op in Product Design, UX research, UX design, or human-computer interaction.

Education:

Rochester Institute of Technology, Rochester, NY

Bachelor of Science in Human-Centered Computing - Graduating May 2020

Tech:

Sketch; InVision; Illustrator; Photoshop; Axure; Morae; Minitab; GitHub; JavaScript; HTML; CSS; PHP; PhpStorm; Microsoft Office; Java

Skills:

UX Research; User Interviewing; Usability Testing; Lo/Hi-fi Prototyping; Heuristic Evaluation; UX/UI Design; Visual/Written/Verbal Communication; Statistical Analysis; Public Speaking; Leadership; Object-Oriented Programming; Mobile App Development; Web Development

Experience:

July 2018 - August 2018

Codice - UX Design/Research Intern

- Redesigned and prototyped DC Summer Youth Employment Program youth portal, used to register participating youth and assist them in the job finding process
- Conducted heuristic evaluation of the CelerKost cost reporting software, delivered a report of findings and design recommendations

July 2017 - August 2017

Tuple Health - UX Research Intern

- Conducted research regarding development of a service to increase patient access to community resources, reduce patient readmission rates, decrease ER usage, and encourage preventative care
- Interviewed clinical staff, focusing on project objectives, and coded results
- Analyzed patient discharge workflow, created flowcharts mapping the follow-up care process

January 2015 - January 2016

George Washington University Psychology Department – Research Intern

- Administered experiments studying the perception of distance and reviewed results
- Engaged with participants directly, communicating clear and concise directions about the assigned tasks

Activities:

- RIT UX Club Treasurer
- Gray Matter Discussion Facilitator
- IST Student Ambassador
- Active Minds Mental Health Awareness Club

Projects:

Spring 2018

Ohana Smart Home App Prototype

- Designed and tested a prototype for a smart home hub app as part of a 3-person team
- Brainstormed the app, decided app functionalities, created and tested lo-fi and hi-fi prototypes
- Used paper prototypes, Sketch, and InVision for prototypes; Morae for user testing

Fall 2017

UNIX Tutorial Website and Design Document

- As team leader, coordinated meetings, brainstorming sessions, and design decisions
- Created personas, determined information architecture, assisted with coding, advised site design