

Brady Baldwin

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Education

Carnegie Mellon University

Master of Human-Computer
interaction

Expected Graduation: August 2021

Oregon State University

Bachelor of Science, Psychology and
New Media Communications

June 2020 (Magna Cum Laude)

Skills

Web Design

HTML, CSS, JavaScript

Software

Photoshop, Premier Pro, Autodesk
Maya, Unity 3D, Figma

Involvement

Pi Kappa Alpha Fraternity

Secretary, Beta Nu Chapter (OSU)
2017 - 2020

Cognition and Action in Real and Virtual Environments Lab

Research Assistant, OSU
2019 - 2020

Experience

Crowds Spatial Cognition Study

Oregon State University 2019-2020

- Developed a 3D model of the research lab using Autodesk Maya for use in a virtual reality environment as a part of ongoing research on crowds in emergencies.
- Collaborated with the primary researchers as a confederate and assistant in the study.
- Performed data collection and analysis tasks, e.g. codifying computer vision data

Robotic Sensors Virtual Experience

Oregon State University 2019

- Designed a virtual reality game-like experience intended to show average citizens the limitations of robotic sensors.
- Modeled 3D assets in Autodesk Maya, worked with a team to combine models and develop scene for compatibility with the Oculus Rift in Unity.
- Engineered improvements to design and interaction elements with students from the Stuttgart HdM, via video conference and an in-person brainstorming/planning session in the summer of 2019.