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

CMU OH! Lab
Lead Prototyping Research Assistant, CMU
Feb. 2021 - Present

Cognition and Action in Real and Virtual Environments Lab
Research Assistant, OSU
Jun. 2019 - Jun. 2020

Experience

Lead User Researcher - MHCI Capstone
Pandemic Professors / CMU   Feb. 2021-Present
- MHCI Capstone project in partnership with Pandemic Professors, a non-profit tutoring organization. Our primary goal is to improve their current student-tutor pairing process.
- Lead interviews with a variety of users, employed methods such as contextual inquiry, storyboarding, and affinity diagramming.
- Working with my team to develop prototypes that enhance the efficiency of the current pairing process and results in better student-tutor pairs overals.

OH! Lab VR Collaboration Study
Carnegie Mellon University   Feb. 2021-Present
- Leading a prototyping team tasked with creating 3D environments in Unity an porting them into Spatial for testing on VR collaboration techniques.

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.