

# Brady Baldwin

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503-551-8580 | bradybaldwin97@gmail.com | baldwinbrady.wixsite.com/mysite

## Education

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### **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

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### **Web Design**

HTML, CSS, JavaScript

### **Software**

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

## Involvement

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### **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

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### **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 overall.

### **OH! Lab VR Collaboration Study**

Carnegie Mellon University      Feb. 2021-Present

- Leading a prototyping team tasked with creating 3D environments in Unity and 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.