

Carrie Lindeman

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[UX Portfolio](#)

EDUCATION

Human-Computer Interaction M.S. · University of Maryland College Park · *May 2020*

This program focused on user-centered design, research methods, prototyping, and usability study techniques.

Emerging Media B.S. · Ithaca College · *December 2016*

Mathematics Minor · Summa Cum Laude

This program combined the study of new media platforms with computer programming to provide students with a unique skill set in media communication technologies.

EXPERIENCE

Instructional Designer & Faculty Specialist, Robert H. Smith School of Business

Jan 2020 – Current · University of Maryland College Park · College Park, MD

- UI/UX research and design implementation for the Faculty Resource Website
- Consult with faculty on teaching practices, strategies for online and classroom teaching, and Canvas support
- Create the Inclusive Instruction Speaker Series and lead other faculty trainings
- Manage program metrics and performance data
- Ensure accessibility of digital materials to WCAG AA standards

Adjunct Instructor, College of Information Studies

August 2020 – Current · University of Maryland College Park · College Park, MD

- Teach introductory programming (Python) to Information Science undergraduates
- Create engaging learning materials, videos, and design objective-based assessments to measure student learning
- Lead course lectures/activities and manage teaching assistants

Instructional Designer & eLearning Developer, Robert H. Smith School of Business March 2018

– Jan 2020 · University of Maryland College Park · College Park, MD

- Design and create interactive eLearning modules using Articulate Storyline
- Collaborate with faculty to build online and blended courses
- Follow the ADDIE and backward design models in course development
- Create objective-based assessments to evaluate learning
- Develop and maintain a teaching resource repository to enhance instruction

Instructional Designer, BOMI International

February 2017 – March 2018 · Annapolis, MD

- Design, develop, and implement blended and online courses and assessments for adult learners in the subject area of building management

Instructional Design Consultant, eCornell

March 2016 – Jan 2018 · Ithaca, NY

- Build learning tools, videos, job aids, and learner assessments for online courses in business, finance, and data analytics
- Collaborate with Cornell University faculty to ensure academic rigor of materials

SKILLS

Research Methods

Co-Design with Children
Co-Design with Older Adults
Contextual Inquiry
Interview
Survey Design
Creating User Personas
Accessibility Reviews

Software & LMS

Figma
Adobe Premiere
Adobe After Effects
Adobe Photoshop
Articulate Storyline
Canvas
edX

Programming

HTML
CSS
Java
Python
Javascript

PROJECTS

Faculty Resource Website

Information Architecture · User Interviews · Figma · Contextual Inquiry · Drupal Website Editing
Users: University of Maryland Business Faculty and Office of Transformational Learning staff

- Conduct interviews with faculty
- Develop information architecture with existing teaching resources
- Create prototypes in Figma and implement designs on the live website

Conflux

Survey Design · User Interviews · Figma · HTML Mock-Up Design
Users: adults who stream video content via popular platforms (e.g., Netflix)

- Design and distribute a survey and complete user interviews
- Design web and TV app interfaces
- Implement an interactive Figma mid-fi prototype and HTML high-fi prototype
- Create new features such as a video quiz and profile sync

Design for Just-in-Time

User Testing · Researching Coding · HTML Mock-Up Design
Users: adult novice coders who are self-teaching programming

- Investigate how just-in-time resources may support new coders
- Observe learners using said resources to gain insight on design suggestions
- Create and test a prototype with users to examine the design's effectiveness as the culmination of my HCI Master's thesis

PorchSit

User Interviews · Co-Design · Lo-Fi & High-Fi Prototyping · Figma
Users: older adults who need assistance with some care tasks

- Complete a problem-understanding interview and co-design session
- Identify multiple key difficulties for participants
- Design a phone application to help them connect with their local networks for support with care tasks
- Test the prototype with participants in a collaborative session