

Carrie Lindeman

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[UX Portfolio](#)

EDUCATION

Human-Computer Interaction M.S., University Of Maryland College Park · May 2020

This program focuses 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 combines studying new media platforms and computer programming to provide students with a unique skill set in media communication technologies.

EXPERIENCE

Instructional Designer & Faculty Specialist, University of Maryland

Jan 2020 – Current · College Park, MD

- UI/UX research for the Faculty Resource Website and design implementation.
- Consulting with faculty on teaching practices, strategies for online and classroom teaching, and Canvas support.
- Creating the Inclusive Instruction Speaker Series and leading other faculty training.
- Data management of program metrics and performance.

Adjunct Instructor, University of Maryland

Fall 2020 - Current · College Park, MD

- Teaching introductory programming (Python) to Information Science undergraduates.
- Creating engaging learning materials, videos, and designing objective-based assessments to measure student learning.
- Leading course lectures/activities and managing teaching assistants.

Instructional Designer & eLearning Developer, University of Maryland

March 2018 – Jan 2020 · College Park, MD

- Designing and creating interactive eLearning modules using Articulate Storyline.
- Working collaboratively with faculty to build online and blended courses.
- Following the ADDIE and backwards design models in course development.
- Creating objective based assessments to evaluate learning.
- Developing and maintaining a teaching resource repository to enhance instruction.

Instructional Designer, BOMI International

February 2017 – March 2018 · Annapolis, MD

- Designing, developing, and implementing 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

- Building learning tools, videos, job aids, and learner assessments for online courses in business, finance, data analytics, and more.
- Collaborating with Cornell faculty to ensure academic rigor of materials.

SKILLS

Research Methods	Software & LMS	Programming
Co-Design with Children	Figma	HTML
Co-Design with Older Adults	Adobe Premiere	CSS
Contextual Inquiry	Adobe After Effects	Java
Interview	Adobe Photoshop	Python
Survey Design	Articulate Storyline	Javascript
Creating User Personas	Canvas	
	edX	

PROJECTS

Faculty Resource Website

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

- Conducting Interviews with faculty.
- Developing information architecture of existing teaching resources.
- Creating prototypes in Figma and implementing designs on the live website.

Conflux

Survey Design · User Interviews · Figma · HTML Mock-Up Design

Users: adults who stream video content via popular platforms (eg, Netflix)

- Designing and distributing a survey and completing user interviews.
- Designing web and TV app interfaces.
- Implementing an interactive Figma mid-fi prototype and HTML high-fi prototype.
- Creating new features, such as a video quiz and profile sync options.

Design for Just-in-Time

User Testing · Researching Coding · HTML Mock-Up Design

Users: Adult novice coders who are self-teaching programming

- Investigating how just-in-time resources may support new coders.
- Observing learners using said resources to gain guidance on design suggestions.
- Creating and testing a prototype with users to examine the design's effectiveness as the culmination of my HCI Master's Thesis.

Porchsit

Co-Design · Lo-Fi Prototyping · Figma · High-Fidelity Mock-ups

Users: Older adults who need assistance with some care tasks

- Completing a problem-understanding interview and co-design session
- Identifying multiple key difficulties for our participant.
- Designing a phone application to help them connect with their local networks for support with care tasks.
- Testing the prototype with our participant in a collaborative session.