

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 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 for the Faculty Resource Website and design implementation
- 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 training
- Manage program metrics and performance data
- Ensure accessibility of digital materials to WCAG AA standards

Adjunct Instructor, College of Information Studies

Fall 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, University of Maryland

March 2018 – Jan 2020 · 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 backwards 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 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	
Accessibility Reviews	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

- 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 (eg, 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 guidance 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 our participant
- Design a phone application to help them connect with their local networks for support with care tasks
- Test the prototype with our participant in a collaborative session