

## *Skills*

### **Design**

- *Research:* Surveys, Interviews, Usage Analysis, Personas
- *Creation:* Wireframing, Storyboarding, Task Flows, Prototyping
- *Evaluation:* Usability Testing, A/B Testing, Hueristic Evaluation
- *Platforms:* Android, Web, Windows 8, Windows Phone
- *Software:* Photoshop, Illustrator, After Effects, Google Analytics, Axure

### **Development**

- *Strategies:* Agile, MVVM, MVC, IoC, DRY, REST, TiP
- *Front-end:* HTML5, CSS3, Bootstrap, Sass, XAML
- *Back-end:* PHP, SQL, Azure, ASP.NET, C#, C++, Java
- *Software:* Visual Studio, Android Studio, Unity3D, Git, NuGet

## *Experience*

### **Software Development Engineer in Test, Microsoft**

*Mar 2012 - Present*  
*Redmond, WA*

- Designed, prototyped, and user-tested patent-pending on-screen keyboard behavior for Word
- Created a touch interface to our bug database in XAML/C# to assist with Agile scrums
- Authored an automation framework to verify a critical patch to Word 2013's accessibility code
- Maintained and operated image comparison tools to verify Word 2013's rendering prior to shipping

### **Intern, Qualcomm Government Technologies**

*May 2011 - Aug 2011*  
*San Diego, CA*

- Built and evaluated an augmented reality application for Android with OpenGL ES 2.0 in the NDK
- Designed and developed the interface to a messaging application for Android

### **Design Researcher, Virginia Tech**

*Aug 2010 - Dec 2011*  
*Blacksburg, VA*

- Collaborated with Industrial Designers to create an Android application paired with a board game that helps NGO workers teach micro-financing practices to illiterate women in India

## *Education*

### **User-Centered Design, University of Washington**

*Sept 2013 - Present*  
*Seattle, WA*

- Certificate with College of Human Centered Design & Engineering

### **Computer Science, Virginia Tech**

*Dec 2011*  
*Blacksburg, VA*

- B.S. with Media & Creative Computing focus
- *Cum Laude*

