

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 minimal touch interface to our bug database in XAML/C# to assist with Agile scrums
- Identified and prioritized accessibility issues to reach agreement on a set of fixes for a critical patch to Word and Outlook 2013
- 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*

