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CAREER OBJECTIVE

As a Computer Science graduate with a concentration in Human-Computer Interaction, I aspire to go into User Experience or Product Design. The relationship between users and the products/technologies they use, pique my interest, therefore I would love to work in an environment that would let me continue to observe and learn about this relationship. I am currently learning React.JS and while reviewing UX design and other Frontend Web development concepts using online resources.

EDUCATION

B.A Computer Science: Human-Computer interaction (2016-2020)
The University of North Carolina at Charlotte, Charlotte, NC
- Cumulative GPA: 3.3/4.0
- Dean's List (Spring 2016, fall 2019)
- Design Portfolio https://cwrigh93.github.io/WrightDesign

TECHNICAL SKILLS

Applications: MS Office Suite, Adobe Photoshop, Windows, Axure, Balsamiq, PowerPoint, Adobe XD, VS code

Technical Skills: Wireframing, Prototyping, Workflows, Personas, User Journeys, Storyboarding, User research, Participatory design, Interaction Design, Technical communication, image editing, typography, Usability, SEO, Java, C#, SQL, HTML5, CSS3, JavaScript

PROJECTS

3D printed User Experience
- Participated in a group that used 3D printing and HCI principles to print a usable prosthetic hand for the end-user.
- Managed the production of physical prototypes and designated roles.
- learned how to 3D print as well as rapid prototype.
- Led a participatory design session, usability session, and interviews as a means of user research for the end-user.

Pictionary Digital
- Led a team in using multiple prototyping methods and programs to create a digital prototype for the popular game Pictionary.
- Learned how to do wizard of Oz testing, interface building, different types of fidelity, and graphic design principles. Finished with an Axure prototype that implements all features.

Website Development
- Created a website utilizing HTML, CSS, JavaScript, JSON, Ajax, and jQuery for a small trucking company
- The website embodies simplicity and is used to convey basic information such as contact, transportation info, and location. Utilized the principles of design.

Designing Tangible Tabletop Interactions
- Researched and Created a tabletop interaction-based snake game using computer vision.
- Worked with a partner using OpenCV to virtualize shapes detected in Realtime.
- Incorporated virtualized shapes into the snake game as obstacles using python.

Human-computer interaction Design Project
- Assumed the role of project manager
- Set deadlines for project deliverables and explained concepts to team members while picking up the slack where necessary.
- Created an interactive prototype using Balsamiq demonstrating multiple features of our application