

# Evelyn Kessler

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## Education

### Olin College of Engineering

MAY 2024

Bachelor of Science in Engineering with a Concentration in Accessible Design

**Relevant Coursework:** User Experience Design | Collaborative Design | Software Design | Data Science | Mechanical Prototyping

**GPA:** 3.97

## Skills

### Coding

MATLAB ♦ R ♦ Python ♦ Arduino

### CAD

Fusion 360 ♦ Solidworks

### UI/UX and Web Design

HTML 5 ♦ CSS ♦ Figma ♦ Adobe Illustrator

### Fabrication

CNC Mill ♦ Laser Cutter ♦ 3D Printer ♦ Hand and Power Tools ♦ Paper Prototyping

## Experience

### Accessibility Designer and Researcher – Olin College

FEBRUARY 2022 – PRESENT

- Auditing courses and advising instructors to help them create more accessible content and structure
- Researching assistive technology and accessible practices, synthesizing information into guides
- Implementing and teaching WCAG, ADA, Section 508, and other accessibility best practices
- Researching advanced Word and PowerPoint techniques, especially as they relate to accessibility, and creating instructional guides and videos

### Lead Academic Research Co-Designer – Olin College

AUGUST 2021 – PRESENT

- Help Olin students with academic struggles such as organization, time management, communication with teachers and peers, self-reflection, and more
- Lead a team of 12 “ARCs”, plan and organize trainings and events

## Projects

### Inclusive Medical Tracking App – Personal Project

MARCH 2022 – PRESENT

- Designing to address the need for a customizable, holistic medical tracking app
- Developing medium fidelity Figma prototypes and conducting continuous user testing

### The Mutual Aid Garden – Collaborative Design

JANUARY 2022 – MAY 2022

- Interviewed and co-designed with over 15 stakeholders in the mutual aid space
- Synthesized learnings through attribute spectrum maps, 2x2s and Venn Diagrams, people portraits, personas, interaction maps, and other design methods

### Teamify – User Experience Design

JANUARY 2022 – MAY 2022

- Designed a website that fosters discussion by gamifying the process of team norming
- Created prototypes at various levels of fidelity, culminating in a usable Figma prototype