Hailee Kenney

Aspiring UX Professional, Software Engineer

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Research and Design Projects

PODCAST LISTENING DIARY STUDY

Winter 2022

Worked in a small group to research the daily habits of several podcast listeners to gain insights into how podcast creators can better support listening habits. Conducted a diary study which included interviews as well as daily text and voice entries

USABILITY STUDY FOR WA NOTIFY

Winter 2022

Worked with a small group to conduct a usability study on behalf of the Washington State Department of Health about a new feature in their COVID exposure notifications application. Employed the RITE method to help bring valuable insights and suggestions back to the team to improve the usability of an important public health application

DIGITAL INTERVENTION FOR PEOPLE LIVING WITH HIV IN JAMAICA

Winter 2022

Worked as a designer with a research team (including Jamaican health and advocacy groups and experts from the University of Washington) to design a digital health intervention platform intended to help support providers and patients with HIV care

SCRIBS, AN ACADEMIC WRITING PLATFORM FOR ESL STUDENTS

Fall 2021

Worked with three classmates to design a writing platform to help English as a Second Language college students with their academic writing. Went through the full user-centered design process including user research, ideation, design, user testing, and refinement

Professional Experience

BRIGHT.MD   Software Engineer

November 2017 - February 2020 | Portland, Oregon

➔ Worked in Python to develop healthcare automation tools allowing providers to more easily connect with patients

➔ Served as lead developer on several high profile features that improved the patient experience and allowed our application to provide expanded care options, all while balancing the needs of both internal teams and external partners

➔ Led the adoption and integration of automated browser testing using Cypress. Educated teammates on the technology, and developed and documented internal policies surrounding its usage. As a result, drastically reduced the need for manual testing and helped improve the stability of our application

➔ Helped improve the accessibility of our application by ensuring it met ADA guidelines

➔ Participated in a 24-hour engineering on-call rotation to respond to service outages and other incidents

Education

UNIVERSITY OF WASHINGTON

M.S. Human Centered Design and Engineering

SEPT 2021 - PRESENT | Seattle, WA

GPA: 4.0 / 4.0

UNIVERSITY OF PORTLAND

B.S. Electrical Engineering - Computer Track (Cum Laude)

Minor: Computer Science

AUG 2010 - MAY 2014 | Portland, OR

GPA: 3.84 / 4.0

Skills

RESEARCH

Usability Testing • Qualitative Interviews • Qualitative Data Analysis • Diary Studies • Heuristic Evaluations • RITE Method • Codesign • Participant Coordination

DESIGN

Figma • User-Centered Design • Service Design • Wireframing • UI Design • Sketching and Ideation

PROGRAMMING

Ruby • Python • Java • C++ • JavaScript • HTML • CSS • Cypress • React • RSpec • pytest • AngularJS • MongoDB • Git • Linux • Travis CI • Jenkins • Jira

Graduate Coursework

IN PROGRESS

- Service Design
- Visual Communication

COMPLETED

- Accessibility and Inclusive Design
- Designing for Virtual Reality
- Qualitative Research Methods
- Usability Studies
- User-Centered Design
- Theoretical Foundations of HCI

PUPPET Software Engineer
July 2014 – November 2017 | Portland, Oregon

- → Developed core features and triaged bugs within an open source, legacy Ruby codebase for a complex and heavily utilized configuration management tool
- → Created and maintained developer tools relating to Puppet's domain-specific language
- → Led the development of Puppet Strings, a documentation extraction tool, and mentored the college intern assigned to the project
- → Worked to support and enable Puppet's open source community through regular triage sessions, code reviews, and frequent communication

PUPPET Engineering Intern
May 2012 - August 2012, May 2013 - August 2013 | Portland, Oregon

- → Extended feature parity for Facter, a system-profiling library, to more esoteric operating systems like DragonFly BSD and Gentoo
- → Implemented external facts, a feature which allows users to feed custom data to Puppet via scripts and config files
- → Wrote an automated web app in Ruby and JavaScript to collect and graphically display data about community contributions submitted via GitHub

Volunteer Projects

SPECTRUM STUDENT RESOURCE GROUP Leader
September 2021 - June 2022

Served as one of two leaders of the LGBTQ2S+ student resource group for the HCDE department at the University of Washington. Helped provide community and resources as well as organize events for undergraduate and graduate students

DJANGO GIRLS PDX Organizer
June 2016 - Present

Work with three others to organize free beginner workshops to teach people of marginalized genders how to build a website in Python and Django. We are one chapter of a larger international nonprofit

PROJECT POWER WORKSHOP Organizer
October 2018

Teamed up with a fellow Django Girls organizer and Project Object, a local artist community, to put on an introductory hardware programming workshop as part of a series of educational events centered around empowering people of marginalized genders