

JOSEPH HOROWITZ

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## education

Carnegie Mellon University  
Graduating Dec. 2021

BFA in Electronic and Time  
Based Media.  
Minor in Human and Computer  
Interaction

## experience

Modern Pattern Arts  
Database(Work in Progress)  
UX Designer  
Aug 2020 - Present

Performing potential user research and  
competitive analysis to make informed  
design decisions. Creating and refining  
wireframes and click-throughs to  
create a polished, finished website  
design.

CMU HCI Research  
UX Researcher  
Jan 2021 - Present

Conducting design research on the bias  
in the City of Pittsburgh's Office of Permits  
Licences and Inspections (PLI)'s  
AI Infrastructures.

CMU Student Government  
Director of Design  
Aug 2019 - May 2020

Coordinating designers to brainstorm  
and enact campus-wide initiatives.  
Designing interactive interfaces for  
better transparency within the student  
body government.

## projects

GLOP  
Spring 2019

Training a style transfer AI to stylize a 3D  
animation which was modeled and  
rendered through Autodesk Maya and  
animated using motion capture.

Support Circle  
Spring 2019

Performed user research and  
designed an app that connects  
people prone to panic attacks  
with a trusted friend or loved one  
quickly.

## skills

Interaction Design  
Front End Development  
Design Research  
2D + 3D animation  
Motion Capture  
VR/AR Development

node.js  
p5.js  
OpenCV  
Vuforia

Adobe CC Suite  
Autodesk Maya  
ZBrush  
Unity  
Unreal Engine 4  
Motion Builder

Javascript  
HTML  
CSS  
C++