

Joseph (Joe) Lollo, MLIS

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SKILLS

Interpersonal Skills: Community Engagement and Outreach, User Research, Curriculum Development, Project Management, Library Reference, Customer Service, Cultural Humility, Event Planning, Social Media.

Technical Skills: Microsoft Office, Adobe Creative Suite, Canvas, Camtasia, WordPress, Ex Libris Alma, Omeka, HTML, CSS, JavaScript, Canva, Figma.

EDUCATION

University of Washington Seattle, WA
Master of Library and Information Science 2024

University of Washington Bothell Bothell, WA
Bachelor of Arts in English Literature and Media Studies 2022

EXPERIENCE

Contract Research and Instruction Librarian Sep. – Dec. 2024
Seattle University Seattle, WA

- Provided research assistance to students, faculty, and staff at the Research Help desk and in online consultations.
- Taught database and web searching to 9 undergraduate classes, with individualized lesson plans and assessments.
- Designed posters and fliers promoting library services, using Adobe Illustrator and Photoshop.
- Created and edited video tutorials with Camtasia, sharing library resources and research tools with the public.

Graduate Student Specialist, Libraries Instructional Design (LibID) Aug. 2022 – Aug. 2024
University of Washington Libraries Seattle, WA

- Collaborate on the design and facilitation of 10+ library outreach workshops, introducing digital technologies and library resources to the campus community.
- Developed engaging digital content for the LibID team's Canvas and WordPress pages, including blogs, video tutorials, and infographics.
- Provided 1-on-1 mentorship to workshop participants to meet personal and professional goals.
- Created and taught original workshop on *Web Design with WordPress* to 22 students in Winter quarter 2024.

Capstone Design Intern, *The Misinformation Play Pack* Dec. 2023 – May 2024
University of Washington, Game Research Group Seattle, WA

- Collaborated on the design of an online curriculum for public libraries and K-12 educators to teach about misinformation and digital equity.
- Developed 50+ digital learning artifacts, including lesson plans, activity printouts, PowerPoint slides, and videos.
- Partnered with the Seattle Public Library to conduct research with 10 teen users, collecting feedback on curriculum strengths and areas of improvement.
- Researched game-based learning to enhance curriculum flexibility and develop 8-page framing document.

Peer Academic Advisor June 2021 – Aug. 2022
University of Washington Bothell Bothell, WA

- Counseled 200+ undergraduate students on majors, classes, and study habits from a peer-to-peer perspective.
- Coordinated 3 outreach events introducing first-year and transfer students to campus resources.
- Conducted presentations on academic planning at 5 New Student Orientations, improving new students' familiarity with university policies and requirements.

PROJECTS

Baloney Detectives | *UX Designer, UW class project* Jan. – March 2023

- Designed interactive game mimicking the psychological effects on health misinformation and social media, on a cross-functional team of 4.
- Interviewed 5 direct stakeholders to solicit feedback on learning outcomes and desired game features.
- Used Twine (HTML/CSS), and itch.io to develop high-fidelity prototype using stakeholder feedback.
- Facilitated learning experience using the game for 30+ high school students at UW's Misinfo Day conference.