

# PERRY MEAS

<http://webhost.ischool.uw.edu/~perrylin/>  
<https://www.linkedin.com/in/perrylinmeas>  
perrylinmeas@gmail.com  
(714) 383-0132

## SUMMARY

Perry Meas is a recent graduate from the University of Washington with degrees in Informatics and Human Centered Design Engineering (HCDE). He has foundational skills in human computer interaction, user centered design and research, and interaction design. He is currently seeking positions in user experience, user research, and game design.

## EXPERIENCE

### **Minecraft in Collaborative Learning Contexts**

*Qualitative Researcher (Spring 2016 - Present)*

Studies collaborative behavior among school-age players of Minecraft using on observational recordings with iSchool Professor Katie Davis. Performs qualitative coding and analysis on data captured in videos to reveal behavior patterns.

### **Cloud Music Behavioral Research**

*Qualitative Researcher (Summer 2015 - Spring 2016)*

Studied trends and patterns in user behavior of cloud music software based on participant interviews with iSchool Professor Jinha Lee. Performed qualitative analysis on 40 transcribed interviews. Co-author of paper for Journal of the Association for Information Science and Technology.

### **UW Information School**

*Teaching Assistant (Fall 2015)*

Taught lab section around relational database theory, design, and SQL programming. Provided assistance to 35 students in and outside of class.

### **iMed, Group Health Research Institute**

*User Experience Researcher/Designer (Summer 2015)*

Designed medium-fidelity prototypes for future patient web portal using Sketch3. Conducted usability research with 20 patients using medium fidelity prototypes. Co-authored paper for CHI conference and presented design findings to Group Health.

### **Re:Flex**

*User Experience Researcher (Summer 2013)*

Conducted 20 live usability studies with Wikipedia users to evaluate tools that support collaborative organization in Wikipedia with iSchool Professor David McDonald. Performed qualitative coding and analysis on results that led to co-authoring a paper published in TOCHI journal.

## EDUCATION

### **University of Washington, Seattle**

*(September 2011 - June 2016)*

*BS in Informatics, Focus in Human-Computer Interaction*

*BS in Human Centered Design and Engineering, Focus in Human-Computer Interaction*

## ACTIVITIES

### **HCDE Student Association**

*Secretary (Fall 2014 - Spring 2015)*

Organized and planned major promotion and community events. Recorded team meeting minutes.

### **Informatics Undergraduate Association**

*Diversity Team (Spring 2016)*

Hosted events focused on promoting diversity and inclusion of under-represented students.

## SKILLS

### **User Research/Design**

Interviews, Prototyping, Wireframing, User Personas

### **Development**

Unity3D, Java, HTML/CSS, Javascript, SQL

### **Writing**

Technical Writing, Creative Writing, Screenwriting

### **Digital Tools**

Sketch3, Tableau, MarvelApp, InvisionApp, Adobe Premiere, Audacity

## PROJECTS

### **Exposure**

*Project Manager, Game Designer, Writer (Spring 2016)*

3D interactive narrative in Unity3D and C# to represent the experiences of Seattle homeless youth. Wrote story, storyboarded cutscenes, and designed interactions based on stories curated from research. Won Diversity Award for Information School 2016 Capstone.

### **Fragments**

*Level Designer, User Researcher, Writer (Spring 2016)*

HTC Vive virtual reality 3D puzzle adventure game about the experience of severe anxiety. Used research on symptoms and negative stigmas of mental health to develop story and mechanics. Wrote story, storyboarded levels and puzzles, and created 3D environments for a short demo.

### **Pillars of Unity**

*Game Designer, Level Designer (Fall 2015)*

Created 3D virtual reality two-player cooperative puzzle game in Unity3D on a team of 8. Designed and whiteboard prototyped game levels and puzzles that require collaborative play. Won Second Place for Best in the Show for Seattle VR Hackathon.