Perry Meas

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Experience

Minecraft in Collaborative Learning Contexts
Qualitative Researcher (Spring 2016 - Summer 2016)

Studied observational videos involving 10 young Minecraft players to understand how they collaborate. Used qualitative coding to study behavior with iSchool Professor Katie Davis. Co-author of paper submitted to International Journal of Game-Based Learning.

Cloud Music Behavioral Research
Qualitative Researcher (Summer 2015 - Spring 2016)

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

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 usability studies with Wikipedians to evaluate tools for 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.

Skills

User Research/Design
Interviews, Contextual Inquiry, Prototyping, Wireframing, Personas, Usability Testing, Technical Writing

Design/Development Tools
Unity3D, Java, HTML/CSS, Javascript, SQL, Sketch3, Adobe Suite, MarvelApp, Invision

Digital Media/Creative
Game Design, Creative Writing, Screenwriting, Illustration, Audio/Video Editing, Voice Over

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 (2014-2015)

Organized HCDE community events. Liasoned between students and faculty. Recorded meeting agenda and minutes.

Informatics Undergraduate Association
Diversity Team (Spring 2016)

Worked with iSchool Diversity Team to plan and host events focused on promoting diversity and inclusion.

Projects

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

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

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

HCT Vive virtual reality 3D puzzle adventure game about an experience of severe anxiety. Used research on symptoms and stigmas of anxiety to develop story and mechanics. Wrote and storyboarded levels and puzzles, and created 3D world for 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 nine. Designed and prototyped game levels and puzzles. Second Place for Best in the Show for Seattle VR Hackathon.