

Perry Meas

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Experience

Google LLC (via Adecco)

UX Researcher (Summer 2019 - Present)

Qualitative research for Google Fonts platform. Generates insights from usability interviews to drive changes and improvements to Google Fonts site. Aligns recommendations with partners across Material Design to build more unified user experience.

Google LLC (via Adecco)

UX Research Assistant (Winter 2017 - Winter 2019)

Conducted qualitative studies for consumer-facing mobile products and web services. Presented insights to cross-functional partners (e.g., Design, Development, PM). Collaborated with designers to iterate user flows and design patterns.

Tradeport Funding Exchange

UX Designer/Researcher (Fall 2016 - Winter 2017)

Facilitated interviews with small business owners to identify financial management needs. Built mockups and wireframes for a web-based financial monitoring platform in Sketch3 and HTML/Javascript.

Minecraft in Collaborative Learning Contexts

Qualitative Researcher (Spring 2016 - Summer 2016)

Observed collaborative behavior among 10 young Minecraft players. Coded player interactions to understand how players learn and communicate from one another. Co-author of paper published in International Journal of Game-Based Learning.

iMed, Group Health Research Institute

User Experience Researcher/Designer (Summer 2015)

Performed literature review for patient portal redesign. Created portal prototypes from insights. Tested designs in usability interviews with 20 patients. Co-authored paper for CHI Conference and presented findings to Group Health stakeholders.

Skills

User Research

User Interviews, Prototype Testing, A/B Testing, Contextual Inquiry, Critical User Journeys, Personas, Literature Reviews, Field Research, Intercept Studies

Design Methods/Tools

Design Sprints, Participatory Design
Mockups, Wireframing (via Sketch3, Adobe Suite)
Prototyping (via MarvelApp, Invision, HTML/CSS)
Development (via Java, Javascript, SQL)

Digital Media/Creative

Creative Writing, Speech & Presentation, Illustration, Audio/Video Editing, Unity3D, Voice Over

Publications

Davis, K., Boss, J., & **Meas, P.** (2018). Playing in the virtual sandbox: Students' collaborative practices in Minecraft. *International Journal of Game-Based Learning*.

Lee, JH., Wishkoski, R., Aase, L., **Meas, P.**, Hubbles, C. (2017). Understanding users of cloud music services: Selection factors, management and access behavior, and perceptions. *Journal of the Association for Information Science and Technology*. 65: 5

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