

Perry Meas

perrylinmeas@gmail.com | (657) 204-3605
linkedin/perrylinmeas | www.perrymeas.com

Experience

Google LLC (via Adecco)

UX Research Assistant (Winter 2017 - Winter 2019)

Conducted mixed-methods user research for the Comms Rapid Research Team. Presented insights to cross-functional partners. Informed design for consumer-facing mobile products and web services.

Tradeport Funding Exchange

UX Designer/Researcher (Fall 2016 - Winter 2017)

Facilitated exploratory interviews with small business owners to identify challenges acquiring funding. Designed mockups for a web-based financing network in Sketch3 and HTML/Javascript.

Minecraft in Collaborative Learning Contexts

Qualitative Researcher (Spring 2016 - Summer 2016)

Observed and coded collaborative behavior among 10 young Minecraft players. Co-author of paper with iSchool Professor Katie Davis published in International Journal of Game-Based Learning.

iMed, Group Health Research Institute

User Experience Researcher/Designer (Summer 2015)

Reviewed medical design literature to create Sketch3 prototypes for patient portal. Evaluated designs with 20 patients. Co-authored paper for CHI and presented to Group Health stakeholders.

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*

Projects

Exposure

Project Manager, Designer, Writer (Spring 2016)

Interactive story in Unity3D to represent experiences of homeless youth. Wrote, storyboarded, and designed narrative from curated stories. Diversity Award for Information School 2016 Capstone.

Fragments

Level Designer, User Researcher, Writer (Spring 2016)

Virtual reality adventure game about experiences with severe anxiety. Designed narrative, puzzles, and mechanics based on symptoms of anxiety. Created demo for School of Engineering 2016 capstone.

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

Skills

User Research/Design

User Interviews, Usability Testing, Prototyping, Critical User Journeys, Field Studies, Wireframing

Design/Development Tools

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

Digital Media/Creative

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