

# PERRY MEAS

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## EXPERIENCE

### Minecraft in Collaborative Learning Contexts

*Qualitative Researcher (Spring 2016 - Summer 2016)*

Studied observational videos involving 10 school-age players of Minecraft to understand how they collaborate. Performed qualitative coding to identify behavior with iSchool Professor Katie Davis. Co-author of paper in submission to International Journal of Game-Based Learning.

### Cloud Music Behavioral Research

*Qualitative Researcher (Summer 2015 - Spring 2016)*

Studied user behavior patterns for 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.

### 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.

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## 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

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## 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*

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## ACTIVITIES

### HCDE Student Association

*Secretary (2014-2015)*

Organized major outreach and community events. Liaison between students and faculty. Recorded team meeting agenda and minutes.

### Informatics Undergraduate Association

*Diversity Team (Spring 2016)*

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

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## 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)*

HCT Vive virtual reality 3D puzzle adventure game about the experience of severe anxiety. Used research on symptoms and 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 nine. Designed and prototyped game levels and puzzles. Second Place for Best in the Show for Seattle VR Hackathon.