Perry Meas

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https://soundcloud.com/perry-lin-meas

Skills

Development Languages: Java, Python, Javascript, PHP, HTML/CSS, SQL
Writing: Technical writing, Creative writing, Screenwriting
User Research/Design: Interviews, Usability testing, Prototyping, Wireframing, Affinity diagramming, User Personas
Design Tools: Unity3D, Sketch3, Tableau, Axure, Visio, MarvelApp, Adobe Premiere, Adobe Photoshop, Paint.NET, Audacity

Education

University of Washington, Seattle — Expected June 2016
Bachelor of Science in Informatics, Human-Computer Interaction Focus
Bachelor of Science in Human Centered Design and Engineering, Human-Computer Interaction Focus

Projects

2015 – Present | **CLOUD MUSIC BEHAVIORAL RESEARCH PROJECT, QUALITATIVE RESEARCHER**

Studies trends and patterns in user behavior of cloud music software based on participant interviews
Performs qualitative coding and analysis on 40 transcribed interviews
Co-author of final paper for Journal of the Association for Information Science and Technology

2015 – Present | **MINECRAFT IN COLLABORATIVE LEARNING CONTEXTS , QUALITATIVE RESEARCHER**

Studies collaborative behavior among school-age players of Minecraft based on observational video
Performs qualitative coding and analysis on data captured in videos to reveal behavior patterns

2015 | **SEATTLE VR HACKATHON, PILLARS OF UNITY, GAME AND LEVEL DESIGNER**

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

2013 – 2014 | **UW RE:FLEX PROJECT, USER RESEARCHER, WRITER, BETA TESTER**

Conducted live user research for tools to support collaboration in distributed online communities
Performed qualitative analysis on tool usability data and co-authored final paper published in TOCHI

2013 – 2014 | **UW MOISA PROJECT , QUALITATIVE RESEARCHER, WRITER**

Examined nature of information sharing in maritime security communities in Puget Sound
Performed qualitative coding and analysis on interviews with government and port officials
Co-authored federal report on maritime security operations in Puget Sound

Work Experience and Activities

2015 | **UNIVERSITY OF WASHINGTON ISCHOOL, INFO 340 TEACHING ASSISTANT**

Taught course around relational database theory, design, and SQL programming
Provided assistance to over 35 students in and outside of class

2015 | **GROUP HEALTH RESEARCH INSTITUTE, USER EXPERIENCE RESEARCHER/DESIGNER**

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

2014 – Present | **SWR PRODUCTIONS, VOICE ACTOR, BETA TESTER**

Provides voice talent for independent game development projects
Beta tests software and shares feedback on game design elements