PERRY MEAS

(714) 383-0132
perrylinmeas@gmail.com
www.perrymeas.com
https://www.linkedin.com/in/perrylinmeas

EXPERIENCE

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

Studied a series of observational videos involving 10 school-age players of Minecraft to understand how they collaborate and adapt to social play experiences with iSchool Professor Katie Davis. Performed qualitative coding on data captured in videos to identify behavior patterns. Co-author of paper in submission to International Journal of Game-Based Learning.

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

Studied trends and patterns in user behavior of 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.

UW Information School
Teaching Assistant (Fall 2015)

Taught lab section around relational database theory, design, and SQL programming. Provided assistance to 35 students in and outside of class.

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.

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 and planned major promotion and community events. Recorded team meeting minutes.

Informatics Undergraduate Association
Diversity Team (Spring 2016)

Hosted events focused on promoting diversity and inclusion of under-represented students.

SKILLS

User Research/Design
Interviews, Prototyping, Wireframing, User Personas

Development
Unity3D, Java, HTML/CSS, Javascript, SQL

Writing
Technical Writing, Creative Writing, Screenwriting

Digital Tools
Sketch3, Tableau, MarvelApp, InvisionApp, Adobe Premiere, Audacity

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 negative 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 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.