

Michael S. Payne II

EXPERIENCE RESEARCHER | WEB DEVELOPER

EXPERIENCE

PERFICIENT BRIGHT PATHS PROGRAM | BRIGHT PATHS STUDENT ENGINEER

Oct 2021 - Present | Remote

- Constructed CRUD applications using HTTP REST methods in vanilla JavaScript and ReactJS
- Created manual and automated testing for web applications using JEST
- Learned how to connect relational databases into full stack applications
- Learned deployment with Heroku cloud-based platform

U-M SCHOOL OF SOCIAL WORK & URBAN PLANNING | WEBSITE DESIGNER

Oct 2020 – Sep 2021 | Ann Arbor, MI

- Collaborate with faculty and grad students on the creation of websites for Congolese and Banyamulenge refugee communities in Michigan
- Working with UM faculty and researchers to create a website focused on sharing stories of missing migrants of the Mediterranean

CITIZEN INTERACTION DESIGN SUMMER FELLOW | UXR INTERNSHIP

May 2020 – Aug 2020 | Ann Arbor, MI

- Worked in three concurrent interdisciplinary teams to provide solutions to Michigan municipalities and organizations on information issues.

U-M ROSS SCHOOL OF BUSINESS | LABORATORY SERVICE COORDINATOR

Mar 2015 - Jan 2020 | Ann Arbor, MI

- Recruited participants for marketing research experiments
- Managed an online database of 13,000 people for paid research studies
- Orchestrated experimental scheduling of research experiments conducted in the lab
- Created official lab protocols for all research conducted in the lab
- Assisted in managing human subject incentive payments process including cash management, accounting, and receipts for participants
- Produced progress reports for faculty and administered credits regarding student participation in research for course credit

PROJECTS

MICHIGAN DEPARTMENT OF STATE - AUTOMATED EMAIL NOTIFICATION SYSTEM

UX Researcher & Student Consultant | Ann Arbor, MI | May 2020 – June 2021

- A part of a 3-person team responsible for establishing an automated email confirmation system for voter absentee ballot status in four Michigan cities
- Collaborated with industry professionals to adapt the system for expansion to new cities
- Administered interviews and surveys to assess the automated email system's value amongst clerk's offices and voters

ADOBE CREATIVE JAM - FOOD ROUTE MOBILE APPLICATION

UX Researcher & Developer | Ann Arbor, MI | Oct 2020 - Dec 2020

- Participated in the 2020 Adobe Creative Jam as part of a 3-person team responsible for designing an intuitive community-based platform for individuals to receive and aid individuals during COVID-19

MICHIGAN TOWNSHIP ASSOCIATION - OPEN MEETINGS ACT & PUBLIC MEETINGS

UX Researcher & Student Consultant | Ann Arbor, MI | May 2020 - Aug 2020

- A part of a 4-person interdisciplinary team responsible for gathering data using various research methods to provide recommendations on software platforms Michigan Townships Boards can use to hold public meetings during COVID-19

CONTACT

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📍 Redford, Michigan

EDUCATION

Software Engineering

Bootcamp

Perficient

Remote

February 2022

M.S. in Information Science

University of Michigan

Ann Arbor, MI

GPA: 4.0

April 2021

B.A in Psychology

University of Michigan

Ann Arbor, MI

April 2009

SKILLS

PROJECT MANAGEMENT

Laboratory Scheduling, Participant Recruitment, Research Administration, Protocol Design, Assistant Training, Agile Methodologies

RESEARCH

User Interviews, Survey Design, Eyetracking, Usability Testing, Personas, Heuristic Evaluation, Comparative Analysis, Survey Beta Testing, Journey Maps, Affinity Mapping

WEB DEV

HTML, CSS, JavaScript, React, React Native, Python

DESIGN

Adobe Creative Suite, Figma, Interactive Prototyping

TOOLS

Firebase, Jupyter Notebook, Qualtrics, Tobii Eyetracking