

# Brett Holcomb

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**GOAL:** Apply solid design methodology and engineering creativity to work that is experience-driven, innovative, and fun. I love multi-disciplinary team-work and tackling all sorts of interaction design problems.

## EDUCATION:

8/2009 – 8/2010 **Carnegie Mellon University**  
*Masters of Human-Computer Interaction*

8/2000 – 6/2005 **Tennessee Technological University**  
*Bachelor of Science, Computer Engineering*

## USER RESEARCH

Contextual Inquiry  
Directed Storytelling  
Card Sorting  
Surveys

## PROJECTS:

1/2010 – 8/2010 **American Institutes for Research (AIR) Web Presence**  
*Project Coordinator, team redesign of the web presence of AIR*

- Applied a user-centered design process and delivered two in-depth reports, a demo video, and a working prototype
- Performed contextual inquiries, directed storytelling, and interviews with a variety of stakeholders
- Designed and usability tested wireframes, iterative prototypes, and models for the site's information architecture
- Responsible for HTML, CSS, and JavaScript for the final prototype

5/2010 **Multi-Perspective Real-Time Light-Painting**

- Developed an installation at which visitors could paint with lights with real-time feedback and interact via tangible sensors
- Employed multiple webcams, a laptop PC, an Arduino microcontroller, openFrameworks, and multiple sensors
- Visitors created 3D light forms in space using a "bullet time" effect
- Most popular sensor: hitting a coffee can to reset the image

9/2009 – 12/2009 **MTurk: Human Intelligence Task Desirability Optimization**

- We delivered recommendations to optimize acceptance rate and quality of work for research tasks on Amazon's Mechanical Turk
- Performed contextual inquiries and summarized findings using flow, cultural, and other contextual design models

## USABILITY TESTING

Think-Aloud  
Heuristic Evaluation

## DESIGN

Contextual Des.  
User-Centered Des.  
Personas & Scenarios  
Rapid Prototyping  
Storyboards  
Wireframes  
Sketching

## PROGRAMMING

HTML/CSS  
JavaScript/JQuery  
ActionScript 3  
Java, C, C++  
openFrameworks  
OpenGL  
Arduino  
Python

## ADOBE SUITE

After Effects  
Photoshop  
Illustrator  
InDesign  
Fireworks  
Flash/Flex

## EXPERIENCE:

2/2007 – 8/2008 **Epic Games – Cary, NC**  
*Engine Team Quality Assurance*

- Provided support to artists and programmers working with the company's proprietary video game engine (UnrealEngine, UnrealEd)
- Successfully upgraded editor documentation; initiated creating scripts to automate work processes, resulting in a substantially improved workflow
- Achieved an outstanding performance evaluation and raise for my dedication, expertise, and willingness to work overtime hours in order to complete projects for the company

## OTHER TOOLS

Balsamiq  
UnrealEngine  
MS Office Suite  
Visual Studio  
Eclipse