Katie McTigue
Designer &
Developer

Carnegie Mellon University, School of Computer Science
Master of Human-Computer Interaction
August 2020
GPA: 4.0

Florida State University, School of Information
Bachelor of Science: Information, Communication & Technology
May 2016
Sherron Outstanding Student Award

EXPERIENCE

TeleTracking Technologies | User Interface Designer
Pittsburgh, PA, October 2017 - Present

Lead designer of TeleTracking's first AI project: a prescriptive analytics product for forecasting and proactively managing capacity in hospitals.

Conduct evaluative and generative research: stakeholder interviews, journey-mapping workshops, personas, and usability testing.

Serve as a liaison between design and engineering teams, advocating for reusable patterns and clean code, and facilitating collaboration.

Worked with a team to establish the Mosaic Design System. Standardized hundreds of colors, icons, and atomic UI components across five products.

Diverse Computing | User Experience Lead
Tallahassee, FL, May 2015 - October 2017
Promoted from Marketing & UI Design Assistant, April 2017

Designed and developed responsive web applications that thousands of law enforcement officers rely on to find criminal records in high-stakes situations.

Conducted qualitative field research to support human-centered choices at each step of the product life cycle. Advised on usability heuristics.

Executed a complete corporate rebrand, implemented a style guide and design system, and trained all employees on brand standards.

The Tallahassee Ballet | Communications Director
Tallahassee, FL, October 2014 – August 2017
Promoted from Administrative Assistant, April 2015

Authored and published press releases, web copy, social media campaigns, print marketing collateral, and email campaigns.

Analyzed online engagement metrics through Google Analytics and Hootsuite; increased reach using social media advertising and strategic SEO.

ACADEMIC PROJECTS

The OH!Lab at Carnegie Mellon | Interactive Principles Project
Carnegie Mellon University, April - August 2019

Under the mentorship of Dr. Erik Harpstead, designed and developed a virtual deck of cards to teach students core learning science principles for educational game design. The app went on to become a core component of the Design for Educational Games course.

CONTACT

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SKILLS & TOOLS

Contextual Inquiry
Task Analysis
Personas
Rapid Prototyping
Usability Testing
Data Analysis

Sketch
Figma
Invision
Illustrator, Photoshop, InDesign
Tableau

HTML, CSS, Sass, Less
React, Angular JS, Angular 2
Javascript, Typescript
Git