

# JOHN BRITTI

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I'm an UX designer and full stack web developer with years of experience designing, creating, and testing web apps. I'm looking for a UX design or engineering role where I use all my skills to make the best experience for users.

## ■ EDUCATION

### Georgia Tech

August 2020-May 2022

Masters in Human-Computer Interaction

### Georgia Tech

August 2015-December 2019

Bachelors in Computational Media

## ■ EXPERIENCE

### Georgia Tech VR Lab • *VR Team Lead*

August 2021-February 2022

Atlanta, GA

- Headed development of VR film, managing code base, setting tasks in Trello, and coordinating with the director to design virtual experience
- Developed essential systems in C# and integrated smaller components developed by team
- Created several extensive visual effects to the various scenes of the film
- Taught newer Unity developers the process of VFX creation, combining HLSL shaders with C# code

### NCR • *UX Researcher*

May 2021-August 2021

Atlanta, GA

- Delivered valuable usability insights for front-end apps through user testing
- Resolved a variety of the design team's concerns by conducting interviews and presenting results back to team
- Extended the functionality of back office app with well-crafted UI flows designed in Figma
- Helped kick off NCR's internal design system update by writing documentation that maintains consistency and ADA compliance

### T+ID Lab, Georgia Tech • *UI Designer*

August 2020-December 2020

Atlanta, GA

- Developed real-time data visualization dashboard for Aggie to analyze patterns of hate speech
- Identified discrepancies in Aggie's data collection pipeline using data visualization
- Resolved several UI bugs in Aggie's front-end
- Oriented non-technical research team members to Aggie's front-end code base

### Carnegie Mellon HCII • *Web Developer, Researcher*

May 2019-February 2021

Pittsburgh, PA

- Redesigned interface for AI-driven algebra tutor in Svelte to be more engaging without sacrificing learning effectiveness
- Pilot tested new interface with students and integrated their feedback to improve the UI
- Supported researchers with consistent updates as they prepared the interface for testing and publication
- Prototyped multi-user algebra collaboration game using Svelte and websockets

## ■ SELECTED PROJECTS

### Digital Whiteboard Toolset • *Design Researcher*

- Researched participatory design (PD) to develop a whiteboarding toolset that helps researchers better engage participants in PD sessions and immerse themselves in data
- Rapidly iterated on interactive Figma prototype from wireframes to high fidelity mock-ups
- Developed functional prototype in Svelte to test moment-to-moment interactions

### Parasite VR Hubs Experience • *Designer/Developer*

- Designed VR Experience in Mozilla Hubs to explore the aesthetic elements of *Parasite* (2019), how it uses space to convey tone and constructs metaphor through visual elements
- Modeled and textured rough recreations of 3 locations in the Kim mansion in Blender

## ■ SKILLS

### Design

Adobe Ai, Ps, Id, Ae  
Figma  
Wireframing  
Prototyping

### Web Dev

HTML, CSS, JS  
React  
Express  
MongoDB

### Research

Interviews  
Heuristic Evaluation  
Contextual Inquiry  
Affinity Mapping

### Data Science

Tableau  
D3.js  
Python  
Qaltrics