JOHN BRITTI
— Research
— Design
— Development

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◾ EDUCATION

Georgia Tech
Atlanta, GA — 2020-2022

MS in Human-Computer Interaction
GPA 4.0

Georgia Tech
Atlanta, GA — 2015-2019

BS in Computational Media
GPA 3.65 (*Summa Cum Laude*)

◾ SKILLS

Design
Adobe Ai, Ps, Id, Ae
Figma
Wireframing
Prototyping

Web Dev
HTML, CSS, JS
React
Svelte
Express
MongoDB
Node.js
Git
Docker

XR
Unity
Unreal Engine
Blender
HLSL
AR Core
Reality Capture

Research
Interviews
Literature Review
Heuristic Evaluation
Contextual Inquiry
Affinity Mapping
Qualtrics
Personas

Data Science
Tableau
D3.js
Python
Excel

Devices
Arduino
Laser Cutting
3D Printing
Solidworks

◾ EXPERIENCE

NCR • *UX Researcher, UX Designer*
Atlanta, GA — May 2021-August 2021

Conducted user testing for front-end NCR apps that delivered valuable usability insights. Designed screens essential to back office application. Provided rigorous literature review for internal design system.

T+ID Lab, Georgia Tech • *Researcher, Frontend Dev*
Atlanta, GA — August 2020-December 2020

Developed a prototype realtime data visualization dashboard and front-end features for Aggie, a semi-realtime social media tracking application designed to aggregate data on hate speech from developing nations.

Carnegie Mellon HCII • *Researcher, Web Developer*
Pittsburgh, PA — May 2019-February 2021

Developed gamified drag and drop interface for an automated algebra tutor so students would feel more motivated to continue learning, and then tested the interface with students.

ConvexMind • *Designer, Game Developer*
Atlanta, GA — August 2018-December 2019

Developed mobile game for young learners that used machine learning to generate novel challenges. Designed game aesthetic & marketing materials for company.

◾ SELECTED PROJECTS

Participatory Whiteboard Toolset • *Design Researcher*

Researched participatory design (PD) and whiteboarding to design a digital toolset for researchers to better engage participants in PD sessions and immerse themselves in data. Developed both a high-fi figma prototype and functional react prototype which were evaluated by users.

Grove • *UX Researcher, Designer*

Conducted user-driven research in a team to design a prototype mobile app to help vegans and vegetarians discover new restaurants that satisfy their dietary needs.

Lecture Code Live • *Full Stack Web Developmer*

Developed full stack web app for use during code workshops I ran during Hack GT and elsewhere. A local python script synced file changes with the web app, allowing workshop attendees to copy code if they lagged behind.

◾ LEADERSHIP

Computational Media Ambassador • *Vice President*

Represented my peers to the academic administration and spearheaded efforts to expand student-lead workshops to supplement gaps in the Computational Media curriculum