

# Adam Yee

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## Education

### Carnegie Mellon University

Pittsburgh, PA | Aug '16 - Aug '17  
Masters of Human-Computer Interaction  
Capstone: The Mentoring Partnership  
QPA 3.9/4.0

### University of Michigan

Ann Arbor, MI | Sep '12 - May '16  
BS Engineering in Computer Science  
Minor in Mathematics  
GPA 3.5/4.0

## Skills

### Development

C++, Java, Python, Git  
HTML, Javascript, CSS,  
MySQL, Flask, Node.js

### Design

Sketch, Figma, Framer,  
Adobe Suite, InVision

### UX Methods

Contextual Inquiry,  
Multi-fidelity Prototyping,  
Heuristic Evaluation,  
Journey Maps

## Interests

Mountain Climbing,  
Distance Running,  
Competitive Video Games,  
Minesweeper

## Experience

### Interaction Designer

*The Mentoring Partnership of SWPA Capstone, 2017-Present*

- Designed low, medium, and high fidelity prototypes of a mentor-training application to quickly receive feedback from users
- Created an interactive mockup of our mobile app to help convey its usefulness to the board of directors of The Mentoring Partnership of SWPA

### Application Developer

*Automatic Data Processing (ADP) Internship, 2016*

- Reverse engineered and analyzed a suite of legacy applications and internal platforms to reduce maintenance costs
- Integrated Google Analytics and compiled data from over 10,000 unique users to help drive business decisions regarding the platforms' life-cycles
- Maintained and adjusted user permissions for subsets of client data affiliated with the legacy applications

### Big Data Analyst

*DISH Network Internship, 2015*

- Analyzed the relationship between social media buzz and television show viewership to explore user experience improvements
- Automated the collection of social media data by utilizing multiple APIs (Twitter, Facebook, Reddit)
- Parsed a multi-hundred terabyte database to extract specific television show viewership data

### Web/Mobile Developer

*Results At Hand Software Internship, 2013-2014*

- Expanded the functionality of a conference-organizing service on both web and mobile platforms
- Configured and deployed client applications to Apple App Store and Google Play Store
- Implemented new features for web and mobile applications, including menu navigation and a chat room

## Projects

### Giotto Internet of Things Independent Study

*Advisor: Jason Hong, 2016*

- Ideated and developed a service for IoT applications to connect people, places, and sensors with an emphasis on users' privacy
- Collaborated with other research teams to deploy and demo the service within a campus building

### Video Game Development

*University of Michigan, 2012*

- Programmed a point and click game aimed towards improving social skills for individuals with autism
- Conducted play testing and received feedback from middle school and elementary students