

# Aiden B. Eichenour

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## EDUCATION

Indiana University, Luddy School of Informatics, Computing, & Engineering	Indianapolis, IN
Master of Science in Human-Computer Interaction	May 2026, GPA: 3.81/4.00
Indiana University, Luddy School of Informatics, Computing, & Engineering	Indianapolis, IN
Bachelor of Science in Media Arts and Science	May 2024

## TECHNICAL SKILLS

Platforms: Microsoft Windows, Mac OS                      Databases: SQL, NoSQL, MongoDB  
Web development: JavaScript, CSS, SCSS, HTML, XML, React, Angular  
Miscellaneous: Microsoft Suite, Adobe Suite, Figma, User Testing, User Research, Design Systems

## WORK EXPERIENCE

Infosys – Indianapolis, IN    June 2023 – August 2023  
Instep Intern

- Trained four interns in Figma and UI/UX best practices, enabling the creation of a high-fidelity application praised internally by senior leadership, resulting in job offers for three interns.
- Influenced open communication among team members while designing two innovative high fidelity applications, resulting in successful knowledge transfer that equipped interns with essential skills for future projects.
- Influenced user journey mapping for a new mobile app, identifying and resolving six key friction points resulting in a smoother user experience and improved task completion rates by 15%.
- Initiated and led daily stand-up meetings for the intern team, boosting team communication, task coordination, and the on-time completion rate of essential design tasks by 20%.

## PROJECT EXPERIENCE

Mindful– Indianapolis, IN    August 2024 – December 2024  
Reflection app. (Figma, User Research)

- Familiarized workflow inefficiencies of ten students; delivered actionable insights to the design team, improving the app's task management features by 65% based on student feedback.
- Designed a student reflection application utilizing user research insights, resulting in 75% of surveyed students promoting heightened focus levels during study sessions after consistent use.
- Evaluated user testing for two application prototypes with 15 student testers, pinpointing three critical usability issues impacting task completion, resolved before launch, leading to 30% faster task completion.
- Composed A/B testing for two different landing page layouts, gathering insights on user behavior and preferences, and improving conversion rates by 10% through data-driven design decisions.

Child Life Zone App – Indianapolis, IN    February 2023 – May 2023  
Central Hub App. (HTML, SCSS, CSS, JavaScript)

- Co-created a digital brochure and implemented QR code system linking to six Child Life Zone sections; enabled instant access to program information and resources for patients and families.
- Established an interactive prototype of a child-friendly hospital app, incorporating gamified elements and accessible design principles, resulting in a 90% positive feedback rating.
- Conceptualized and designed user-friendly QR code scanning interface for accessing digital resources, leading to a measurable 15% decrease in printed material usage.
- Pioneered the development of an interactive digital brochure linked to six Child Life Zone sections using QR codes, resulting in patients and families averaging 2 minutes faster access to resources.