

Experience

Digital Youth Research Project | UC Berkeley | Berkeley, CA

Graduate Student Researcher (September 2005 – present)

Working under Peter Lyman (UC Berkeley) and Mimi Ito (USC Annenberg Center) on a \$3.3 Million MacArthur grant to study how youths' informal use of digital media affects communication, learning, knowledge, and play.

- Conducted 12 week ethnographic field study of 11-15 year old kids enrolled in an arts and technology program for children from the Bayview and Hunters Point neighborhoods of San Francisco.
- Design and perform interview and diary protocols to assess youth's everyday uses of digital media.
- Draft analysis memos leading to a report to MacArthur this spring.

Yahoo! Research Berkeley | Berkeley, CA

Research Intern (September 2005 – March 2006)

Working under Marc Davis' Social Media group at the recently launched research collaborative between Yahoo! and UC Berkeley.

- Assess user needs, develop information architecture, and design user interface prototypes.

Garage Cinema Research | UC Berkeley | Berkeley, CA

Designer, User Experience Group (May 2005 – August 2005)

Member of Marc Davis' research group focused on "enabling media consumers to become media producers."

- Design information visualizations and user interface prototypes for desktop and mobile applications that leverage temporal, spatial and social metadata for multimedia capture, use, and reuse.

Jan Krukowski & Company | New York, NY

Interactive Media Producer (January 2002 – May 2005)

Information Architect & Interaction Designer (June 2000 – January 2002)

Oversee information architecture, user interface design, multimedia content development, and programming of Web sites, CD-ROMs, DVDs, and interactive environments for marketing agency focused on the not-for profit sector.

- Conduct qualitative needs assessment through individual interviews with stakeholders and focused group and usability testing with users; help develop survey instruments for quantitative market research.
- Draft information architecture and user interface wireframes.
- Prototype user interfaces and story-board scenarios for interactive experiences.
- Contribute to, and manage, team of writers, animators, 3-D modelers, programmers, photographers, videographers, and editors for multimedia content creation.
- Act as primary interface with client.
- Work received numerous awards including: Macromedia Site of the Day; UCDA Gold, Silver and Judge's Choice awards; CASE Gold.

Education

UC Berkeley | School of Information (formerly SIMS) | Berkeley, CA

Masters expected, May 2007

- Graduate fellowship.
- Noteworthy Courses: Ethnographic Practice (Jean Lave); Information Visualization (Marti Hearst); Industrial Design & Human Factors (Ken Goldberg).

Bowdoin College | Brunswick, ME

Bachelor of Arts in Economics, June 2000

- Phi Beta Kappa; Summa Cum Laude; Writing Tutor; Economics Prize; Graduation Award.

Computer Skills

- Design & Prototyping Tools: Adobe Illustrator, Photoshop, InDesign; QuarkXPress; Macromedia Flash.
- Computer Languages: Java, XML, XSLT, XPATH, HTML, CSS, ActionScript.