PROJECTS

VISUALIZING TRANSITION AND WORK: DIAGRAMMATIC ELICITATION OF WORK-BASED LEARNING KNOWLEDGE MAPS

Spring 2019

Conducted a qualitative research study looking at the sensemaking process of transition and work among students with disabilities with a team of 3 for the course INFO 6240: Sensemaking.

CORNELL DAILY SUN IOS APP

Spring 2017 - Present

One of two lead designers for an app for Cornell's oldest, student run newspaper.

CHOWCHUMS

Fall 2017

Designed a social mobile app to connect over food experiences with a team of 5 for INFO 3450 HCI Design class.

GROUPME: FEATURE SOLUTION

Fall 2016

Designed a pinned message feature on GroupMe to help users find relevant messages in group chats; for student-run course Intro to Digital Product Design; Case Study selected for course highlights.

EXPERIENCE & E.C.

Undergraduate Researcher COMM AND COLLAB TECH LAB

Fall 2018, Summer 2018, Spring 2018 | Ithaca, NY Conducted research under Sue Fussel to investigate the relationship between the audience and motivation when disclosing personal information on Twitter; Studied autonomy, user-control, and trust in telepresence robots.

Teaching Assistant CORNELL UNIVERSITY

Fall 2018 | Ithaca, NY

Leading discussion section and assisting in lecture for INFO 4240: Designing Technology for Social Impact taught by Phoebe Sengers.

Co-founder, President Former Marketing and Design Director CORNELL DANCERS' ALLIANCE

Fall 2016 - Present | Ithaca, NY
Cofounded organization to unite 26 student dance
organizations; Developed brand identity, including a logo and
content strategy for website, Designed promotional material
for workshops and events.

FREELANCE DESIGN AND MARKETING

Summer 2018 - Present

Contacted to design promotional material for the Cornell Performing and Media Arts Department and Rise Dance Group.

https://avinzons.github.io

Alexis Vinzons

design / research

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New York, NY

EDUCATION CORNELL UNIVERSITY

B.A. Information Science Concentration in UX Design Minors in dance and art history Graduation: May 2019

SKILLS DESIGN/RESEARCH

GPA 3.6/4.0

User Research, Story Boarding, Prototyping, Affinity Diagrams, Qualitative Interview Coding

SOFTWARE

Sketch, Figma, Invision, Origami, Zeplin, Abstract, Balsamiq, InDesign, Illustrator

PROGRAMMING

HTML/CSS, Javascript (d3), Familiarity with Java, PHP