

# brandon caruso

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An interaction designer with a background in software engineering, eager to collaboratively craft human-centered design solutions in a multi-disciplinary setting. Focused on how technology can be appropriately interwoven into the environment around us and how we can design artifacts for interaction in the broader context.

## education

### master of human-computer interaction & design

University of Washington 9.2016 – 8.2017

### bachelor of science software engineering summa cum laude

SUNY Oswego 8.2013 – 8.2015

## work experience

### nasa jet propulsion laboratory intern | 6.2015 – 8.2015

Decreased test setup time by designing, implementing, and testing a Text User Interface for creating and editing test configuration files. Prepared in-house test setup for automation and documented testing process.

### walt disney world resort cast member | 6.2015 – 8.2015

Provided excellent guest service to thousands of guest from around the world. Internalized company methods for providing an unparalleled guest experience and was exposed to the impact of well-implemented service design.

## projects

### flight status display new flight display concept | 10.2016

A four-week project, gaining exposure to designing interfaces for critical settings. Visually communicated the actions a pilot must take to maneuver a plane to maintain safe flying conditions and recover from an emergency.

### oslo multi-modal driving companion | 11.2016

A two-week team project, exploring a multi-modal car navigation system. Crafted a contextually aware speech interface that worked with thoughtful visual displays to help the driver maintain focus on the driving.

### louis braille keyboard prototype | 3.2017

A one-and-a-half-week prototyping project, using physical and electronic prototyping tools to evaluate and build a high fidelity braille keyboard prototype that was functional, inexpensive, ergonomic, and portable.

### knock web application | 1.2015 – 5.2015

An undergraduate capstone project used by a professor at SUNY Oswego to allow students to schedule appointments with a professor based on the professor's Google Calendar and appointment topic.

## skills

### research

Observation/Interviews  
Usability Testing  
Participant Screening  
Data Analysis &  
Synthesis Techniques

### design

Structured Design  
Methods & Techniques  
Sketching  
InVision, Flinto, Keynote  
Adobe CC, Sketch

### development

Java, Python, C  
Software Design  
Patterns  
Data Structures &  
Algorithms  
Web Services  
HTML, CSS, JS  
Android  
Software Design  
Documentation