brandon caruso

brandoncaruso.com

brandonjcaruso1@gmail.com

I'm an interaction designer with a background in software engineering. I'm interested in exploring the intersection between the digital and physical. I like to build and collaborate with others to generate new ideas and design artifacts for interaction beyond the screen.

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 | 1.2016 – 8.2016

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.

volunteer experience

prendergast library makerspace
program assistant | 11.2017 – present

Supporting STEAM outreach efforts by working with children to introduce them to 3D printing and modeling, robotics, electronics, and programming. Working with Library Team to develop the future of the Makerspace.

projects

buddy blocks
physical-digital social platform | 2.2017 – 8.2017

A graduate capstone working with Seattle Children's Hospital to help dialysis patients build relationships through creativity and hands-on building. Explored all aspects of the design process including final design specification.

mystery plant
pervasive game concept | 10.2016 – 12.2016

An eight-week team project. Explored pro-environmental behavior change and how gamification can promote change. Purposed a pervasive mobile game that exposes users to gardening and their local gardening community.

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.

interactive wall
interactive installation | 1.2015 – 5.2015

Led an undergraduate team to prototype a public space installation. Users interacted with a digital experience through hand gestures; setting off fireworks, playing with water, building towers in space, and exploring student art.

skills

research
Observation/Interviews

Data Analysis & Synthesis Techniques

Participant Screening

Usability Testing

design
Ideation Methods

Adobe CC, Sketch

InVision, Flinto, Keynote

Physical & Electronic Prototyping

development
Java, Python, C

Software Design Patterns

Data Structures & Algorithms

Web Services

HTML, CSS, JS

Android

Software Design Documentation