brandon caruso

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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 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

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.

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 driving.

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 the 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

InVision, Flinto, Keynote

Adobe CC, Sketch

Physical Prototyping

development

Java, Python, C

Software Design Patterns

Data Structures & Algorithms

Web Services

HTML, CSS, JS

Android

Software Design Documentation