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## SKILLS

Graphic Design	Product Development
UX Design	Research/Data Analysis
Game Design	HCI/Usability Testing
Brand Design	Human Factors Analysis
Digital Photography	Leadership/Management



## TOOLS

Adobe Photoshop	SolidWorks & Keyshot4
Adobe InDesign	Google SketchUp
Adobe Illustrator	SPSS
Adobe Premier Pro	JustInMind Prototyper
Adobe Bridge	Microsoft Office



## INVOLVEMENT

Community Service College Coordinator  
Peer Academic Adviser  
Women's Flag Football Team Captain  
Freelance Photographer  
Freelance Graphic Designer



## AWARDS

Rice University Student Association  
Outstanding Senior Award, 2013  
Rice University President's Honor Roll, 2010-2013  
Psi Chi Psychology National Society, 2011-2013  
Editor in Chief of a 27-award-winning yearbook,  
including the ACP Best of Show '13, a Columbia  
Scholastic Press Association Gold Medal '13,  
and the Texas Intercollegiate Press Association  
Sweepstakes Award '12  
Houston Rodeo Art Contest Gold Medal Winner  
in 2007, 2008, and 2009; Auction winner in 2009  
(sold for \$20,000)



## EDUCATION

### Master of Product Development

Carnegie Mellon University | Pittsburgh, PA | May 2014

### BA in Psychology and Studio Art

Rice University | Houston, TX | 2013

GPA: 3.87/4.0, cum laude



## WORK EXPERIENCE

### Product Design & Development

Slingtype | December 2013-Present

Created brand and designed sales material  
Designed informational website at [www.slingtype.com](http://www.slingtype.com)  
Developed and designed user experience

### Editor in Chief of The Campanile

Rice University Student Yearbook | March 2011- June 2013

Oversaw production of two 400-page, all-color books  
Personally designed 120+ pages while editing the remaining pages  
Recruited, trained, and managed a 30-person staff

### Design Intern

Acumen Design, Houston, TX | May-August 2012

Designed book and marketing material for American Advertising Federation-Houston  
Developed brand studies for upcoming coffee shop

### Assistant in Human Factors Research on iPhones

Psychology Department at Rice University | May-December 2011

Coded and analyzed large data sets in Microsoft Excel  
Conducted literature searches and wrote reviews

### Research Assistant in Cognitive Neuroscience Lab

Baylor College of Medicine, Houston, TX | August 2010-May 2011

Assisted with data entry, analysis, and literature reviews  
Designed presentation material  
Published and acknowledged in several papers



## RECENT PROJECTS

### Wagd Smart Bed, Collar and App

UI/UX Design & Product Development | January 2014-Present

As a Carnegie Mellon project sponsored by Jarden, I have been working with a team of 5 others to develop and design a product in the connected pet product space. As the project leader, I led user research efforts, concept development and refinement, and final product design. My own personal role within the team was devoted to UI/UX design, testing, and prototyping for the mobile application side of the product.

### Forza Golf Coach

Product Development | October 2013-December 2013

As part of a team project for a course at Carnegie Mellon University, we identified a need in the golf coaching market, designed two distinct products, and developed a 10-year business plan for our concepts. I was personally responsible for market/user research, ideation and concept development, as well as product, user experience, and presentation design.

### Fracture

Game Design | December 2012-May 2013

Working alongside two computer programming students for my Advanced Computer Graphics course, I designed all visual components for a plot-intensive, 2D, sidescrolling video game called *Fracture*. I created the all artwork, sprite animations, and character design, as well as the promotional trailer for the game.