BENJAMIN RESNICK

benjamin_resnick@alumni.brown.edu
607.221.7842
www.benjaminresnick.com

EDUCATION

Brown University, B.A. Computer Science, B.A. Computer Music and Multimedia *Spring 2014*
- Coursework including Narrative and Immersion, Real-Time Systems, and Computer Vision

University of Massachusetts Amherst, Semester in Sustainable Design/Build *Fall 2012*

DESIGN EXPERIENCE

Software Designer, IBM Design Studio *Austin TX, 2015-Present*
- Currently leading user research for IBM's augmented reality data visualization offering
- Led quantitative user research across IBM's Analytics Platform group
- Envisioned and built the UX and front end of IBM Graph, a new noSQL database-as-a-service, with four other designers and a team of developers
- Active in the IBM Design community. Activity has included co-facilitating a three day workshop for new designers, and leading a group of five designers to explore specifications for a Sound Design Language.

Developer, Crowdsurf.io *Providence RI, 2014*
- Proposed designs, implemented functionality for the Crowdsurf web application

Co-Creator, Krunkle House *Montpelier VT, Fall 2012*
- Designed and built an innovative 628 sq ft home with five other students

OTHER EXPERIENCE

Artist *2012-Present*
- Wrote and self-published two novellas
- Created interactive audio-visual/architectural installations and performances
- Exhibited at Granoff Arts Center, Steinert Studios, Grant Hall, and Yestermorrow
- Devised novel methods of interaction utilizing office chairs, Wiimotes, plants, and calligraphic ink

Live Sound Engineer, 95.5 WBRU *Providence RI, 2012-2014*

Application Development Intern, New York Central Mutual Insurance *Edmeston NY, Summer 2013*

EPIC Software Intern, Bassett Healthcare Network *Cooperstown NY, Summer 2011*

SKILLS

Programming	Software Engineering, Project Management, Data Science, NoSQL, Unity
User Research	Synthesis, Usability Testing, Contextual Inquiry, Survey, Instrumentation, Google HEART
Web	JS/CSS/HTML, React, Webpack, Node.js, Copywriting
Visual	Sketch, SketchUp, Premiere, After Effects, InDesign, TouchDesigner
Audio	Music Production, Installation/Sound Design, Piano, Drums
Physical	Construction, Woodworking, Basic Circuitry, Arduino