

# Caroline Foster

M.S. Human-Computer Interaction 2017 Candidate

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## Education

*Georgia Institute of Technology, Atlanta, GA*

Aug 2015 - May 2017 (expected)

Candidate for Masters in Human-Computer Interaction, GPA: 4.0

*Georgia Institute of Technology, Atlanta, GA*

Aug 2011 - May 2015

B.S. Computational Media, GPA: 3.41

Study abroad experience in Barcelona, Spain, Summer 2012

*National Outdoor Leadership School, Lander, WY*

Jan 2010 - May 2010

Completed a semester of leadership practice and coursework in a dynamic outdoor environment

## Experience

### Graduate Research Assistant

Georgia Institute of Technology

Digital Humanities Lab

August 2015 - Present

Exploring historical data visualizations with a professor and fellow grad student. Co-authored paper on learning about contemporary visualization techniques/tools through historic artifacts. Translating a historic method of charting history into a web-based tool by brainstorming and implementing new interactions. Managing 1000+ lines of code with GitHub. Making an interactive quilt with Arduino to recreate related historical artifact.

### Data Science for Social Good Intern

Atlanta, GA

May 2015 - July 2015

Member of 3-student team that worked with Georgia Tech faculty, non-profit Trees Atlanta, and City of Atlanta to design and develop tools to find planting locations and areas for potential conservation. Responsible for meeting with partners to learn about their needs, creating a new dataset and maps in ArcGIS, designing and developing webpage for project. Co-authored paper about project; paper accepted into Bloomberg's Data for Good Exchange 2015.

### Intern at AT&T Foundry

Atlanta, GA

Jan 2015 - May 2015

Lead architect on an in-car driver-to-driver communication concept to pitch for further production. Led brainstorm sessions, developed user stories, created storyboards in Illustrator and high-fidelity mockups in Photoshop and Axure, led an informal walkthrough using a questionnaire, and created a concept video using Premiere Pro and After Effects.

### Intern at BMW Group Headquarters

BMW Research and Technology

Future Human Machine Interaction Concepts

Munich, Germany

June 2014 - Nov 2014

Assisted in the development of an in-car interaction concept for a future automobile with a focus on multi-modal interaction. Led a cognitive user walkthrough to evaluate initial prototype of concept; involved preparation, recruiting, agile evaluation, synthesis of results. Developed robust wireframes using Axure. Assisted in conduction of a research study in a dynamic driving simulator. Conducted a brief literature review of topics such as augmented reality, stereoscopic 3D displays, and speech interaction.

### Undergraduate Research Assistant

Georgia Institute of Technology

Public Design Lab

May 2013 - May 2014

Conducted research on DIY drones for the use of fruit foraging in a group of 2 students with a professor. Focused on speculative design and design research. Work was awarded "Speculative Student Notable" by Core77 Design Awards. Activities included testing potential platforms, writing user scenarios, brainstorming potential UI designs, visualizing fruit data with d3, and blogging.

### Vice President of Caving

Outdoor Recreation at Georgia Tech

Aug 2012- Dec 2013

Managed instructional trips with 45 participants per semester, assisted trip leaders in communication, led weekly meetings with 20+ people, maintained gear, progressed caving as community and sport at ORGT.

### Proficiency in:

Adobe Creative Suite

Java, Processing

HTML5/CSS3

Javascript/d3

ArcGIS

Axure

Arduino

UX methods

### Awards and Papers:

Co-author, "Repairing William Playfair: Digital Fabrication, Design Theory, and the Long History of Data Visualization", under review for *Digital Humanities 2016*

*Core77 Design Award - Speculative Student Notable*, 2014, "Drones for Foraging", Public Design Lab