

## Education

Georgia Institute of Technology, Atlanta, GA  
Aug 2015 - May 2017 (expected)  
Candidate for Masters in Human-Computer Interaction

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

Digital Humanities Lab  
Atlanta, GA  
August 2015 - Present

Working with a Georgia Tech professor and one other student to explore historical data visualizations. Using d3 to recreate paper charts in digital form. Based on this work, co-authoring a paper on learning about contemporary visualization techniques and tools through the historical artifacts.

### Data Science for Social Good Intern

Atlanta, GA  
May 2015 - July 2015

Worked with Georgia Tech faculty, non-profit Trees Atlanta, and the City of Atlanta Tree Conservation Commission to develop tools to find planting locations and areas for potential conservation. Communicated with partners to learn about their needs, created maps and a new dataset in ArcGIS, created webpage for project, co-authored a paper detailing the project, which was accepted into Bloomberg's Data for Good Exchange.

### 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 in a small group on DIY drones for the use of fruit foraging. 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, 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.

### Vice President of Marketing

Outdoor Recreation at Georgia Tech  
Jan 2012- Dec 2013

Responsible for marketing of the 150+ student organization, included social media and school relations. Created advertising and informational materials, used Hootsuite for social media marketing.

## Relevant coursework:

object-oriented programming  
mobile and ubiquitous computing  
cognitive science  
web development and design  
information and interaction design  
service design  
geographic information systems

## Proficiency in:

Adobe Creative Suite  
Java, Processing  
HTML5/CSS3/Javascript/d3  
Axure