

# Cameron GinieI

User Experience Researcher and Designer

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## PROJECTS

### **Ambiance Smart Mood Ring** • IoT Wearable Device

Sep 2020 - Dec 2020

- Conceptualized, researched, conducted diary studies for, programmed, and prototyped an IoT mood and stress tracking wearable device, resulting in a mid-fidelity physical prototype and a high-fidelity companion mobile app prototype

### **Detroit Student Design Summit** • Concept Design

Jan 2020 - Apr 2020

- Framed a broad problem, conceptualized a solution, and prototyped and pitched a design that enhances connections between the Detroit Public Library and Wayne State University's Reuther Library, winning second place in the competition

### **Compass** • iOS Mobile App

Sep 2019 - Dec 2019

- Designed a social and utility mobile app for iOS that makes camping accessible to beginners and organized for everyone
- Conducted user research, performed competitive analysis, mapped user flows, crafted personas, and administered usability testing to arrive at final design solution

## WORK EXPERIENCE

### **UX Researcher and Designer**

Michigan Department of State

May 2020 - Aug 2020

- Conceptualized and prototyped various systems to improve absentee voter information accessibility for 1500+ cities and townships statewide
- Conducted background research, 16 stakeholder interviews, and 6 participatory design sessions; formulated competitive analysis between 7 organizations; synthesized findings, resulting in 4 recommendations for solutions to the problem space

### **Research Assistant**

University of Michigan School of Information

Jan 2020 - May 2020

- Research assistant to professor Nazanin Andalibi for a paper on LGBTQ+ people's disclosure and support seeking on social media while experiencing pregnancy loss
- Synthesized themes among 60+ publications and wrote a holistic literature review as it related to the research questions
- Distilled and extracted themes from 17 semi-structured interviews and incorporated them into the paper's findings

## EDUCATION

### **University of Michigan**

#### **Master of Science in Information**

Concentration in User Experience Design and Research

Apr 2021, Ann Arbor, Michigan

### **University of Michigan**

#### **Bachelor of Arts**

Film, Television, and New Media

Apr 2016, Ann Arbor, Michigan

## COURSES

Fundamentals of Human Behavior

Contextual Inquiry

Graphic Design

Pervasive Interaction Design

Development of Mobile Experiences

## SKILLS

### **Research Methods**

User Interviews • Usability Testing •

Surveys • Heuristic Evaluation •

Competitive Analysis • Diary Studies •

Cultural Probes • Qualitative Analysis

### **Design Methods**

Sketching • Storyboarding • Wireframing

• Prototyping • Illustrating • UI Design •

Wizard of Oz • Video • Animation

### **Tools**

Figma • Illustrator • Adobe XD • After

Effects • Premiere Pro • Photoshop •

Sketch • Particle Dev

### **Programming**

Python • HTML/CSS • JavaScript • R • SQL

• React/React Native/JCX