

CHRISTINA POLLALIS

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WORK EXPERIENCE

Wellesley Human-Computer Interaction Lab

Project Manager, 2015 - Present

Manage three projects by identifying project visions, constructing project roadmaps, leading weekly meetings, and assigning tasks

Coordinate deliverables, work allocation, and team communications

Guide team members through the iterative user experience process

Design and conduct usability studies and analyze the quantitative and qualitative data to make informed design recommendations

Lead the following three projects:

HoloMuse

Manage the development of three iterations of a Microsoft HoloLens AR museum application using Unity and C#

Lead team members through all project stages, while keeping track of project goals and timeline

Create and present user analysis, storyboards, and wireframes during each development cycle

Personal Genomics for HCI

Lead the iterative design and implementation of an interactive D3.js visualization platform for users to explore their genomic data

Conduct 100+ user and usability studies to understand user needs and maintain a user-centered design process

Collaborate with the Harvard PGP, NYU, and Open Humans by arranging weekly meetings and coordinating communications

TwitterTrails

Manage the brainstorming, prototyping, and development of an interactive D3.js visualization of fake news spreading on twitter

Maintain cross-group communication across the design and development teams during the implementation process

Accenture

Management Consultant Intern, Summer 2014

Explored how businesses and governments can integrate technological strategies into their business plans

Researched digitization and technological disruptions and trends in industry

Presented the results to senior employees at Accenture and created a report used for future Accenture clients

EDUCATION

WELLESLEY COLLEGE

May 2016

BA in Political Science (GPA: 3.64)

Minor in Computer Science (GPA: 3.57)

SKILLS

Usability Testing
MTurk Testing
User Research
User-Centered Design

Paper Prototyping
Storyboarding
Wireframing
3D Printing

TECHNICAL

HTML5/CSS3
JavaScript
Jquery
D3.js

Bootstrap
Java
C#
C++

TOOLS

Sketch
Balsamiq
LateX
Github
Visual Studio

Unity
Illustrator
Photoshop
InDesign
IBM SPSS Statistics

SELECTED PUBLICATIONS

Pollalis, C., C. Grevet, L. Westendorf, S. Finn, O. Shaer, P. Metaxas. Classroom Activity for Critical Analysis of News Propagation Online, Case Study, Proc. CHI 2018.

Pollalis, C., E. Minor, Lauren Westendorf, W. Fahnbulleh, I. Virgilio, A. Kun, O. Shaer. Evaluating Learning with Tangible and Virtual Representations of Archeological Artifacts, Paper, Proc. TEI 2018.

Westendorf L., **C. Pollalis,** C. Verish, O. Shaer, P. Metaxas, M. Ball, O. Nov. From Personal Genomics to Twitter: Visualizing the Uncertainty of Evidence, Workshop Paper, Proc. CHI 2017.