

# ELISE LIVINGSTON

## UX DESIGN

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**ABOUT ME** I am a forward-thinking UX Designer with a strong background in interaction design, inclusive design, qualitative analysis, computer science, and program management. I have a passion for technology, and for building meaningful and innovative products that improve the ways that we work, learn, and live.

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**EDUCATION** UNIVERSITY OF WASHINGTON – SEATTLE, WA *AUGUST 2015 – MAY 2018*  
Master of Science in Human Centered Design & Engineering

GEORGIA INSTITUTE OF TECHNOLOGY – ATLANTA, GA *AUGUST 2010 – MAY 2014*  
Bachelor of Science in Computational Media with Highest Honors

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**EXPERIENCE** MICROSOFT – PROGRAM MANAGER *JULY 2014 – PRESENT*  
**INK IN OFFICE:** Acted as primary project manager and designer on many features that reimagine how people interact with Microsoft Office by bringing digital ink and natural input across the suite. This work enables customers to be more productive, and drives value for first-party hardware at Microsoft.

**ACCESSIBILITY:** Collaborated across teams and organizations to drive extensive improvements to accessibility in the Microsoft Office Suite, including design and implementation of Automatic Alt Text, a feature that adds alt text to more than 2 million images per day, helping to make the world more accessible.

**OFFICE REMOTE FOR ANDROID:** Designed and managed implementation of highly rated Office Remote Android app. My design work improved app onboarding success from 30% with the Windows Phone version of the app to 85% with the new Android version.

**SMART OFFICE:** Led a small team to research, ideate, and prototype experiences, exploring the future of productivity in the Internet of Things space.

**ADAPTIVE DIGITAL MEDIA LAB – RESEARCH ASSISTANT** *AUGUST 2011 – JULY 2014*  
Received REU and PURA grants to research and develop *EarSketch*, a tool for teaching computer science through computational music remixing. Tested the effectiveness of the tool through conducting focus groups and performing qualitative data analysis to draw conclusions, resulting in multiple publications.

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SKILLS	TOOLS	PROGRAMMING AND WEB	USER EXPERIENCE
	Adobe Design Suite, Unity 3D, Axure, Morae, Kusto	Python, Java, C#, C, JavaScript, HTML, CSS	Quantitative analysis, usability testing, prototyping, user research, wireframing, mobile app design, WCAG Compliance

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**PUBLICATIONS** Magerko, B., Freeman, J., McCoid, S., Jenkins, T., & **Livingston, E.** (2013). Tackling engagement in Computing with Computational Music Remixing. Presented at the SIGCSE, Denver, CO.

Magerko, B., Freeman, J., McKlin, T., Reilly, M., **Livingston, E.**, McCoid, S., Crews-Brown, A. (2016). A STEAM-Based Approach for Underrepresented Populations in High School Computer Science Education. ACM Transactions on Computing Education, Vol 16, Issue 4. October 2016.