



# Dymen Barkins

User Researcher

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## Skills

### Research

Contextual Inquiry  
Usability Testing  
Interviews  
Comparative Analysis  
Surveys  
Qualitative Methods

### Design

Storyboarding  
Wire-framing  
Mock-Ups  
Lo-Fi to Hi-Fi Prototyping

### Tools

Figma  
Adobe Creative Cloud  
InVision  
Sketch  
JASP

### Coding

HTML/CSS  
JavaScript  
LaTeX

## Experience

### Research Assistant iSchool at RIT

AUG 2020 TO PRESENT

Designed and implemented a study design to explore the ideation process between blind, low-vision, and sighted people.

### Multimedia Specialist GCCIS Dean's Office

MAY 2018 TO MAY 2020

Designed logos, poster layouts, and event marketing materials in Adobe Creative Suite to develop a consistent brand identity across the college. Managed and developed social media content to increase engagement with brand.

### UX/UI Intern Forbes Media, LLC

JAN 2018 TO MAY 2019

Researched and identified pain points with Forbes in-house content management system and developed a design strategy to assist with user on-boarding. Created wire-frames, mock-ups, and prototypes to illustrate solutions to the pain points found.

## Projects

### Pixel Paper Group Project 2020

Worked with a group to create an application to alleviate the issue that arose during the pivot from traditional instruction to remote learning. Conducted interviews, made personas, and designed an interface for the project.

### EasyAccess

#### WiCHacks Hackathon 2019 | Best Hack for Social Good Award

Researched issues affecting the Deaf Community, interviewed and surveyed Deaf individuals, and designed an application to streamline the process of requesting American Sign Language interpreters.

## Education

### Masters of Science in Human-Computer Interaction

Rochester Institute of Technology (RIT) | Rochester, NY  
Concentration in Accessibility and Qualitative Research

AUG. 2020 TO PRESENT

### Bachelors of Science in Human-Centered Computing

Rochester Institute of Technology | Rochester, NY  
Concentration in Digital Design and Instructional Technology

AUG. 2016 TO MAY 2020