# DeLauryn Brown

Atlanta, GA | C: (404) 449 3969 | delaurynb@gatech.edu | LinkedIn

## Education

**Georgia Institute of Technology**, Atlanta, GA                    Expected Graduation: May 2021

*Bachelor of Science in Computational Media*
Concentration: People – Interactive Design and Experimental Media

## Experience

**Black Media Studies at Georgia Tech**, Atlanta, GA, *Student Web Designer*          Sept 2019 – Present
- Publishes 5 pages for the public website to increase department visibility
- Creates deliverable schedule for effective and timely content release
- Leads meetings with department members across 4 disciplines to determine content for featured events

**John Deere**, Waterloo, IA, *Supplier Quality Intern (Industrial Engineering)*          May 2017 – July 2017
- Authored 30 Quality Notifications to communicate manufacturing floor issues between engineers and suppliers
- Optimized open deviations by 10% using cProjects and SAP software
- Rated 50 Quality Plan Levels to increase durability of standard and specialized manufactured parts

## Projects

**Design Bloc**                                                        Jan 2020 – Present

*Pillyr Foundation, Marta, Atlanta Design Studio*
Our team is working with local partners to design bus stops for the Atlanta West-Midtown area.
- Visualizes stakeholder maps and value proposition maps to organize and assess design goals
- Determines specific design requirements and restrictions with partners
- Curates a series of 40 sketches and high-fidelity prototypes for feedback from partners and community members

**G.P.B. – Voice User Interface**                                      Jan 2020 – May 2020

The goal of this project was to design a technology that addressed issues with Buzzcard accessibility and use on Georgia Tech's campus using voice interaction.
- Interviewed 16 people to identify problems and curated affinity diagrams to filter insights that verified project scope
- Developed personas, storyboards, wire-frames to present high fidelity prototypes
- Conducted user-testing with Wizard of Oz prototyping method to evaluate experience

**FreeStyle (Mobile Application)**                                     Jan 2019 – May 2019

This application created a centralized location for independent dancers in the Atlanta area to find classes, companies, and training programs that fit their specific needs.
- Ideated and sketched 3 potential design implementations to increase scope of user interaction
- Interviewed 16 members of target audience to curate feedback for UI improvements throughout agile process
- Developed high fidelity prototype to access quality of experience, navigation, and text architecture of design

## Skills

Technical:      Java, HTML/CSS, JavaScript, Python, Adobe Photoshop, Adobe Illustrator, Adobe XD, Figma, WordPress
Design:          UI/UX, Persona Development, Storyboarding, Wireframing, Prototyping
Proficient In:  Verbal Communication, Technical Writing, Team Collaboration, Presentations
Interests:      Product Management, UI/UX Design, Product Design

## Leadership

**Computational Media Ambassadors,** *President*                          Apr 2020 – Present
- Serves as liaison between Computational Media community members and faculty/administration
- Delegates tasks to executive committee and facilitates weekly meetings and 3 community events per semester

## Additional Involvement
- Treasurer and Fundraising Chair – Xi Alpha Chapter of Delta Sigma Theta Sorority, Inc.
- Peer 2 Peer Mentor – Center for Engineering Education and Diversity
- Resident Advisor – Georgia Tech Department of Housing
- Challenge Counselor – Office of Minority Education and Development