

D. HARMON POLLOCK

UX & Product Design • UX Engineering • User Research

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📍 Durango, CO

EXPERIENCE

Co-founder & Co-CEO

EmberLast Inc.

📅 2018 – 2020

📍 Remote: Durango, CO

- **Entrepreneurship:** Founded EmberLast Inc., created digital tools to support communities with bereavement and legacy creation
- **UX Research:** Constructed and implemented market research campaign with over 200+ participants, from 1hr clinical interviews to 5min surveys
- **Leadership:** Managed four contractors with a 10-day agile work flow, providing guidance to visual designers, defining sprints for outsourced development
- **Meteor & Node.js:** Designed companies' MVP web application with real-time collaborative memorial contributions with a min. capacity of 5,000 memorials

Co-founder & UX Designer

Feynman Academy

📅 2017 – 2018

📍 Remote: Durango, CO

- **Education:** Established Feynman Academy to develop unique college-level STEM learning resources by leveraging a mix of tailored multimedia elements and gamification
- **JavaScript & D3.js:** Programmed interactive mathematical derivative simulations to complement our multimedia calculus course
- **User Testing:** Validated effectiveness via remote user testing using in-depth, long form, clinical interviews

Research Engineer

Hewlett Packard Enterprise Labs

📅 2015 – 2017

📍 Palo Alto, CA

- **Patent:** Awarded patent #10140749 for novel IoT data visualization technique
- **Unity3D & C#:** Built 3-D IoT data visualization, with D3.js graphical overlay and Redis storage for real time analytics, providing contextual and embedded insights for system managers and stakeholders
- **BabylonJS & D3.js:** Ported Unity IoT app to native web app using a WebGL framework for 3D visualization, used for internal demos and patent application
- **Java:** Wrote custom data logging Android application to use with digital signage, capturing application metrics, motion sensing & positional data, and NFC tags

Research Assistant

Northwestern University

📅 2013 – 2015

📍 Evanston, IL

- **User Observation:** Prototyped tangible programming interface for an exhibit at the Computer History Museum and evaluated in-situ impact for 150+ participants ages 8-15 including survey and long form play-testing
- **Game Design:** Designed and implemented an educational multi-player video game about sustainable fishing for an exhibit at the Shedd Aquarium and an iOS version, made available on Apple's App Store

Designer/Prototyper

Stupid Fun Club

📅 2010 – 2012

📍 Berkeley, CA

- **Toy Design:** Brainstormed, conceptualized, and prototyped toy and game designs that were pitched to external companies including Mattel and Hasbro

EDUCATION

Ph.D. Candidate in Computer Science (HCI)

Northwestern University

📅 2013 – Present

Adviser: Dr. Michael Horn

Research: The application of the "Powers of Ten" visualization to improve teaching and understanding of complex systems

Enrolled: Part time

Masters in Entertainment Technology

Carnegie Mellon University

📅 2008 – 2010

B.S. in Mechanical Engineering

California Institute of Technology

📅 2004 – 2008

SKILLS

Product Research & Design:

Clinical Interviews Usability Tests
Surveys Storyboards Personas
Clickable Prototypes

Other Digital Tools:

Adobe Illustrator & XD Solidworks
3DS Max LaTeX

Frameworks:

Node.js Meteor Blaze D3.js
Bootstrap Unity3D Wordpress
AWS EC2 & S3 Git & Github
BabylonJS & WebGL MongoDB
Redis React

LANGUAGES

JavaScript C# Python Dart
HTML CSS & SCSS PHP
Processing Java