# Deborah Mayers

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## Programming Languages and Software Used in Projects and Being Learned

JavaScript, React, HTML, CSS, GIT, Java, Unity, C#, VRTK, Three.js, A-Frame, Python, Django, 3DS Max, Photoscan

## Relevant Experience

**Bank of America,** *ADA Accessibility Technical Analyst*, Charlotte, NC                              April 2020-current

**JPMorgan,** *Software Engineer,* Glasgow, United Kingdom                              July 2018-April 2020
- Collaborated in a Scrum team using Electron, Node.js, and React to create a client facing application.
- Learned about agile by taking online courses and participating in ceremonies.
- Undertaking the Using the Scrum Framework learning path, and other courses on Agile on Pluralsight to advance my knowledge in the Agile philosophy.
- Worked on making the project accessible to a AA level by focusing on accessible interaction design and code implementation by using semantic HTML and following WCAG 2.1 guidelines.

**Website Design and Development**                              2011-present
- Completed the Web Accessibility course by Google on Udacity, Meeting Web Accessibility Guidelines (Section 508/WCAG 2.1), Web Accessibility: Getting Started, and Semantic HTML courses on PluralSight
- Having used React to create a [personal website](#) and the [website of Glasgow ARVR](#), I am currently making them more accessible by using jsx-a11y, AXE, semantic HTML, and testing via keyboard and screen readers.
- Established a website for a class presentation about the use of technology in museums and anticipating future adoptions of technology http://digitalentertainmentinmuseums.weebly.com/

**Workplace Bias VR Training**                              September 2019-present
- Creating a VR experience that addresses biases in workplaces by allowing users to walk in someone else's shoes.
- Having completed the 3D modelling using 3DS Max, and the design of the characters using MakeHuman, the project is currently being designed for interactions and making virtual objects usable.
- Using some of the Scrum methodology in order to create the experience. I gather requirements from different stakeholders, prioritize the importance of the tickets in the backlog, hold demos, and iterate on the feedback.

**Glasgow ARVR,** *Meetup group,* Glasgow, United Kingdom                              April 2019-present
- Founder of a meetup group in Glasgow to foster a community focused on immersive technology.
- Organize meetings that consist of workshops, talks, and networking either in person or in a virtual environment.
- Conduct retrospectives and planning sessions in order to make the meetup a success.

**Remembering Mithras: Can VR be Used to Learn About the Past?,** *Dissertation,* University of Glasgow     September 2018
- Designed and developed a Virtual Reality experience of the *Mithraeum* at Roman Fort of Carrawburgh using 3DS Max, Unity, VRTK, and Oculus SDK.
- Conducted a longitudinal study which tested user knowledge of the subject, before, after, and 10 days after participating in the experience.
- Created an evaluation to test user presence, ease of use, interaction level, sensory effects, and perceived level of historical accuracy inside the application to determine the effectiveness of the VR experience.
- Presented my research at the Theoretical Roman Archaeology Conference in Canterbury, April 2018.

# Research and Projects

**The Not So Distant Distance Slabs,** *Insight Talk*, Hunterian Museum                                30 May 2017
- Wrote and delivered an Insight Talk about the uses of digital media in museums.
- Argued that the use of technology was one way to recontextualize the displaced artefacts from the Antonine Wall in the Hunterian museum.
- Conducted a survey to ask members of the museum audience about their opinions of technology in museums.

**Persistent Playhouse Problems,** *Psychology of Consumers Course,* Duke University                                Summer 2014
- Visited local toy shop, The Playhouse, to evaluate location, signage, advertisements, and layout of the store.
- Developed a business plan based on various aspects of consumer psychology which included de-cluttering the store, advertising on the street with a sign and through social media to improve sales.
- Performed a SWOT analysis on business to determine what the store could change.

**Big Bog Parade,** *Parade Planner,* Kelliher, Minnesota                                Summer 2013
- Organized and lead parade with 29 float entries and 300 participants and attendees.
- Promoted parade by writing a press release, calling radio stations, making flyers, and advertising via social media channels. Persuaded local businesses to create a float and join the parade.
- Made announcement of winners of the parade in front of 100 people and distributed prizes.

# Education

**University of Glasgow, MSc Information Technology**                                2017-2018
Dissertation: Remembering Mithras: Can VR be used to learn about the past?

**University of Glasgow, MLitt Ancient Cultures**                                2016-2017
Dissertation: Religious Landscape of the Roman Fort at Carrawburgh; Class Representative

**Duke University, BA Classical Civilization; Certificate Markets and Management Studies**                                2011-2015

# Other Work Experience

**Centre for Advanced Hindsight,** *Research Associate,* Durham, North Carolina                                January-August 2016
- Studied human behaviour in the field of behavioural economics to try and understand how to create better decision making.
- Attended a conference to understand the behavioural science behind user interaction with technology.
- Assisted with the recruitment of people for studies, organized and scheduled appointments, increased sample group size by 10% and conducted entrance and exit interviews with participants.
- Wrote a literature review on Individual Differences to understand the factors that related to decision making to collaborate on the design of a study.

**Target,** *Deli and Café Team Member,* Durham, North Carolina                                May 2015-January 2016
**TGI Friday,** *Waitress,* Durham, North Carolina                                August 2015-December 2015
**Pink Smock Gift Shops,** *Clerk,* Durham, North Carolina                                Spring 2012-Fall 2013, January 2014
**Village One Stop Gas Station,** *Head Clerk,* Kelliher, Minnesota                                2009-2011, Seasonally 2011-2013
**Road Runner Drive In**, *Waitress and Cook,* Kelliher, Minnesota                                2009-2011, Seasonally 2011-2013
**Duke University OIT,** *SWAT Team Member,* Durham, North Carolina                                September- December 2011
- Communicated with consumers, managers, and team members daily.
- Worked in a team to stay on schedule and maintain standards of each establishment.
- Maintained and served a loyal customer base by preserving a high level of energy and providing excellent customer service.
- Increased sales by interacting with the consumer and keeping fresh products in stock.
- Advised customers on which product was the most suitable for their needs.
- Assisted students with issues related to hardware and software on individual or University devices.