Erin McLean

UX & Interaction Designer

Contact

Phone: **(425) - 268-5503**
Email: emmclean@uw.edu
Portfolio: http://emmclean.github.io/portfolio/

Education

University of Washington
Human Centered Design & Engineering B.S.
Earth & Space Sciences, Mathematics minors
Seattle, WA, September 2010 – June 2015

University of Edinburgh
Direct exchange study abroad
Edinburgh, Scotland, U.K., September 2012 – June 2013

Skills

UX Design: Interaction Design, Wireframing, Prototyping, Personas, Storyboarding, Mood Boards, Competitive Analysis, 3D Printing, Data Visualization
User Research: Conducting Studies, Survey Methods, Interview Methods, Observation, Analyzing Data
Project Management: Agile Development, Waterfall Development, Leadership Development
Programming: HTML, CSS, Sass, PHP, MatLab, Maple, Python, Java, JavaScript

Work Experience

Interaction Design Professional Intern, *Walt Disney Parks and Resorts Digital*
Seattle, WA, July 2015 - Present
Designed digital experiences for Disney parks, resorts, and cruises. Created Axure, Illustrator, and Photoshop toolkits for Disney's design style guide. Prototyped features for and participated in the release of the Disneyland and Shop Disney Parks apps. Strategized on leveraging digital technology to create magical experiences in physical spaces of the parks and resorts.

Lead Teaching Assistant, *University of Washington School of Informatics*
Seattle, WA, December 2013 – March 2015
Supervised a team of six TA's, conducted lab section meetings for 25+ students, and facilitated discussion about social networking technologies.

Creative Technical Intern: Emerging Technologies, *AT&T*
Bothell, WA, June – September 2014
Designer, researcher, and data visualizer on multiple internal projects. Participated as an UX designer and Prototyper on intern project to develop a conference room booking app. Helped develop UX learning plan for AT&T employees.

Technology Intern: Selling Systems and Development, *Nordstrom Corporate*
Seattle, WA, June – August 2013
Assisted in scrum ceremonies and launch of 2013 Nordstrom Anniversary Sale site. Prototyped a wedding stylist feature for the Nordstrom mobile app.

Research

Team Leader, Capstone Research Group, *University of Washington Human Centered Design and Engineering,* December 2014 – June 2015
Led a team of HCDE seniors to create an astronaut glove for missions to Mars via a user centered design process.

Team Leader, Rockets and Instrumentation Lab, *University of Washington Earth and Space Sciences,* September 2011– April 2015

Led initiative to 3D print rocket systems. Successfully built and launched first 3D printed rocket for the University of Washington. Funding provided by NASA Washington Space Grant.

Team Leader, Research Group 'Hackademia', *University of Washington Human Centered Design and Engineering,* January 2012 – June 2012
Prototyped a highly-scalable and deployable emergency warning system for the university, signaled by the University of Washington's Twitter messages.

Volunteering
Co-Chair, Women in User Experience (WiUX) Conference, *University of Washington Human Centered Design and Engineering,* December 2014 – June 2015
Co-lead the planning and organization of the inaugural WiUX conference. Recruited industry and student volunteers, planned panel and workshop topics, and worked with the HCDE department to ensure multi-year longevity of the conference.