

Erin McLean

UX Designer & Experimental Prototyper

CONTACT

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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: 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

PROGRAMMING: Object Oriented, Web Development

WORK EXPERIENCE

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

UX designer & researcher, and data visualizer on multiple internal projects.

Technology Intern: Selling Systems and Development, Nordstrom Corporate

Seattle, WA, June – August 2013

Assisted in scrum ceremonies and did UX design for a feature on the Nordstrom mobile app.

RESEARCH

Team Leader, Capstone Research Group, University of Washington Human Centered Design and Engineering, December 2014 – present

Leading 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

Lead 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.

EXTRACURRICULARS

Co-Chair, Women in User Experience (WiUX) Conference, *University of Washington Human Centered Design and Engineering*, December 2014 – Present

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.

YMCA of Greater Seattle youth leadership programs volunteer

Member of the National Association of Rocketry, Level 2 certified

Black belt in Karate