Erin McLean

UX & Interaction Designer

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| Contact |  | Phone: **(425) - 268-5503**  Email: [emmclean@uw.edu](mailto:emmclean@uw.edu)  Portfolio: <http://emmclean.github.io/portfolio/> |
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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 |
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| 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 |
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| 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. |
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| 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. |
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| 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. |