

Erik Watterson

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Goal:

To attain a position where I can help conduct efficacy research on potential products and learn best known User Experience methods.

Skills:

Design and Communication: Persona Design, U.I. Mockup Design, Technical Writing, Public Speaking.

Programming: Python, C/C++, Unix, Unity, Vizard, VBA:Excel, LaTeX.

Education:

Oregon State University

September 2013 – June 2018

Degree in Progress: Bachelors of Science in Computer Science with an Applied Option in HCI

GPA: 3.22

Related Classes: Introduction to Usability Engineering, Inclusive Design With Personas, Social Psychology, Cognitive Psychology, Brain and Behavior.

Experience:

Developer Intern

April 2016 – September 2016

Intel, Hillsboro, Oregon

- Designed, documented, and prototyped a refactored version of the in-house automation tool to increase usability, portability, maintainability, and scalability.
- Maintained and updated an in-house automation software tool used by the CAD Librarians.
- Job shadowed CAD Librarians and participated in their job-related tasks.

Computer Science Teaching Assistant

January 2016 – April 2016

EECS Department, Oregon State University

- Engaged in continual collaboration with course instructor and co-workers to brainstorm for improvements to learning objectives and information delivery.
- Facilitated in-class lab assignments, and graded the student's homework assignments through interactive demonstrations.
- Mentored students in the assigned curricula leading to improved academic work.

Research Assistant

June 2014 – January 2016

Cognition and Action in Real & Virtual Environments Lab, Oregon State University

- Analyzed virtual reality lab tests for two different psychology studies.
- Developed, implemented, and tested object visualizations for test participants and usability features for research assistants in two different psychology study tests.
- Became familiarized with Vizard Virtual Reality Software Toolkit and virtual reality hardware.