

# Erik Watterson

(503)901-7139  
[github.com/watterse/Portfolio](https://github.com/watterse/Portfolio)

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## TECHNOLOGY SKILLS

**Design and Communication:** Inclusive Design, Persona Design, Adobe Dx, Microsoft Visio, Microsoft Excel, Microsoft Office.

**Programming:** Python, C/C++,  $\LaTeX$ , Jenkins, Unix, Unity

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## EDUCATION

**Degree:** **September 2013 - September 2018**  
Bachelors of Science in Computer Science,  
with an Applied Option in Human Factors Engineering and a Minor in Psychology.  
Oregon State University, Corvallis, Oregon.

**Senior Capstone** **July 2016 - June 2017**  
Meditation In Virtual Reality  
Sponsored by Intel Corporation

- By leveraging the power of virtual reality, an Intel stakeholder and I created a solution to help reduce pain in medical patients.
- Collected a team and lead the Development on two distinct meditative experiences that were user tested by a University of Washington masters capstone team.
- Development was completed using the language C# within the Unity game development engine.

**Related Classes:**  
Introduction to Usability Engineering, Inclusive Design With Personas, Information Visualization, Behavior Modification, Cognitive Psychology, Software Engineering I & II, Mobile & Cloud Development.

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## EXPERIENCES

**UX Testing Strategist** **June 2018 - April 2019**  
Hewlett-Packard, through BeyondSoft Consulting

- Worked with Hewlett-Packard's Quality Experience Engineering (QxE) team to complete the front end design for a user testing and software testing tool.
- By leveraging the design of the new testing tool, updated QxE's existing user testing methodology to greatly reduce bias as a confounding variable from QxE's user testing processes.
- Prompted the test development team to move away from forcing users into action with a series of instructions. Instead, providing the team a User Story based structure to promote users to naturally test in development products.

**Teaching Assistant** **September 2014 - June 2018**  
Oregon State University

- Mentored first year computer science college students in learning how to program with Python and C/C++ for their introductory classes.
- Mentored Third year computer science college students on how to interact with a Unix operating system using the C language.
- Facilitated in-class lab assignments, and graded the student's homework assignments through interactive demonstrations.

**Software Testing Intern****June 2017 - December 2017**

Daimler Trucks North America

Multiple Engineering Cooperative Program (MECOP)

- Tasked with researching how to construct an automated software testing suite to regression test a plugin made for a Finite Element Analysis (FEA) tool.
- Developed a method of constructing software tests within the confines of the FEA tool using the Python's unittest software testing module.
- Implemented a Jenkins continual integration server on Daimler Truck's local network to automate the software testing and to provide a way to visualize the testing results.

**Software Developer Intern****April 2016 - September 2016**

Intel Corporation

Multiple Engineering Cooperative Program (MECOP)

- Maintained and updated a CAD automation tool that reduced hours from the process of creating pad-stacks for printed circuit board designs.
- The automation tool was constructed in Excel and programmed using VBA:Excel, Batch scripting, and the CAD program's command line arguments.
- Re-envisioned, designed, and proposed a web based version of the automation tool so that the interface was easier to use and the code complexity could better scale with a JavaScript framework.

**Research Assistant****June 2014 - January 2016**

Cognition and Action in Real and Virtual Environments Lab,

Oregon State University

- Developed for two different Cognitive Psychology lab tests that tested whether Fitts's Law of human movement held true in virtual environments.
- Leveraged the Python based Virtual Reality Software Toolkit Vizard to construct the Cognitive Psychology lab tests.