

Ethan Osborne

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EXPERIENCE

HCI 521 Software Design, Oswego, N.Y. — Usability and Requirements

August 2018 - December 2018

Was part of the usability and requirements teams; tasked with creating UML diagrams, prototypes, user personas, and the final usability test and survey.

Managed multiple, parallel processes and prioritized deadlines to ensure everything was finished on time.

Worked cross-functionally with engineers, stakeholders, and managers in an agile environment.

Pinckney Hugo Group, Syracuse, N.Y. — User Experience Intern

Summer 2018 Internship Program

Created Powerpoints to showcase competitive analyses and insights gathered from Google Analytics.

Tasked with creating basic wireframes which were created both by hand and by Axure.

Utilizing existing agency needs, a project was completed that included a mockup of an app that would help with the onboarding of new employees.

Pinckney Hugo Group, Syracuse, N.Y. — Web Development Intern

Summer 2017 Internship Program

Created WordPress sites from initial designs, to coding the site, to testing cross-browser compatibility and all other go-live necessities.

Developed custom experiences for each client, including social media and Google Maps API integration.

Through the use of custom post types and advanced custom fields, content was made dynamic and client's expectations were exceeded.

Developed skills in time management, client relations, and collaboration simultaneously while learning invaluable front-end development skills.

SKILLS

User Centered Design Wireframing, Prototyping, User Research, Survey Design, Statistical Analysis, Persona Creation, Web Development, Competitive Analysis, Usability Testing, Agile

EDUCATION

Suny Oswego, Oswego, N.Y. — M.A. in Human-Computer Interaction

January 2018 - May 2019

Nazareth College, Rochester, N.Y. — B.A. in Psychology

August 2013 - May 2017

PEER REVIEWED PAPERS

Carroll, M., Osborne, E. & Yildirim, C. (2019, accepted). Effects of Virtual Reality Gaming and Game Genre on Player Experience. Paper to be published in Proceedings of IEEE Games, Entertainment, and Media 2019 (IEEE GEM 2019), New Haven, CT.

Hufnal, D., Johnson, T., Osborne, E., & Yildirim, C. (2019, accepted). The Impact of Controller Type on Video Game User Experience in Virtual Reality. Paper to be published in Proceedings of IEEE Games, Entertainment, and Media 2019 (IEEE GEM 2019), New Haven, CT.

SOFTWARE

Adobe Creative Suite

Invision, Axure

Qualtrics, Github

Google Analytics