GARRETT C. MILLAR

UX/HCI RESEARCHER

CONTACT

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SKILLS

- UX RESEARCH & DESIGN
- HCI RESEARCH METHODS
- JAVASCRIPT
- PYTHON
- GIS
- STATISTICS
- FRONT-END DEVELOPMENT
- DATA VISUALIZATION
- ADOBE CREATIVE SUITE

COURSES

- HUMAN FACTORS METHODS
- STATISTICS I, II, III
- ERGONOMIC PERFORMANCE ASSESSMENT
- COGNITIVE PROCESSES
- PHYSIOLOGICAL PSYCHOLOGY
- COGNITIVE SCIENCE

PROFILE

A collaborator and researcher with a passion for innovation across a wide variety of platforms. With an inquisitive and empathetic nature, and a background in psychology, computer science, and graphic design, I seek to understand and communicate the human needs, behaviors, motivations, and the physical and cognitive factors that impact the design and function of things. With 8 years in UX / HCI research and design, human interaction, computer science, and design strategy, I bring a strong strategic mindset that connects science and art with a core value of user-centered design.

EDUCATION

2018 — 2021 | DOCTORATE OF PHILOSOPHY [a,*]
Geospatial Analytics
North Carolina State University, Raleigh, NC

2016 — 2018 | DOCTORATE OF PHILOSOPHY [b,*]
Psychology — Human Factors & Applied Cognition
North Carolina State University, Raleigh, NC

2012 — 2016 | BACHELOR OF ARTS
Psychology
North Carolina State University, Raleigh, NC

WORK EXPERIENCE

2017 — PRESENT | GRADUATE RESEARCH & TEACHING ASSISTANT

CENTER FOR GEOSPATIAL ANALYTICS — NC STATE UNIVERSITY

- Develop, plan, and manage participatory workshops to understand and resolve user needs encountered during the use of web-mapping platforms.
- Direct design efforts for prototyping and development of web-mapping interfaces through mockups and front-end coding.
- Design and develop visual tools and features for new GUI and startup-screen to enable intuitive software use for all user levels.
- Assist in the design and implementation of after-school STEM learning programs.
- Direct evaluative research efforts for assessing learning outcomes and effectiveness of STEM learning programs for high school students.

2016 — 2018 | GRADUATE RESEARCH ASSISTANT

LABORATORY FOR THE STUDY OF METACOGNITION & ADVANCED LEARNING TECHNOLOGIES

- Designed, developed, and tested interactive multimedia systems with virtual agents to promote college students' STEM learning.
- Built and tested serious gaming environments to increase students' science literacy.

SELECTED PUBLICATIONS

Millar, G. C., Mitas, O., Boode, W., Hoeke, L., de Kruijf, J., Petrasova, A., & Mitasova, H. (2021). Space-time analytics of human physiology for urban planning. Computers, Environment and Urban Systems, 85, 101554.

Millar, G. C., Tabrizian P., Petrasova A., Petras V., Harmon B., Mitasova H., Meetenmeyer R. K. (2018). Tangible landscape: A hands-on method for teaching terrain analysis. In Proceedings of the 2018 chi conference on human factors in computing systems (pp. 380:1–380:12). New York, NY, USA: ACM. [***Winner of the Honorable Mention for Best Paper Award***].

Pryor, M., **Millar, G. C.,** McNamara, A., Kaufman, L., & McLaughlin, A. C. (2017, September). Creating content guidelines for consistent display of information on an ecommerce website. In Proceedings of the Human Factors and Ergonomics Society Annual Meeting (Vol. 61, No. 1, pp. 1834-1838). Sage CA: Los Angeles, CA: SAGE Publications.

[a,*] Expected defense August 2021.

[b,*] Transferred from Human Factors and Applied Cognition to Geospatial Analytics in February 2018.