



GARRETT C. MILLAR

UX/HCI RESEARCHER

C O N T A C T



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S K I L L S

UX RESEARCH & DESIGN

HCI RESEARCH METHODS

JAVASCRIPT

PYTHON

GIS

STATISTICS

FRONT-END DEVELOPMENT

DATA VISUALIZATION

ADOBE CREATIVE SUITE

C O U R S E S

HUMAN FACTORS METHODS

STATISTICS I, II, III

ERGONOMIC PERFORMANCE
ASSESSMENT

COGNITIVE PROCESSES

PHYSIOLOGICAL PSYCHOLOGY

COGNITIVE SCIENCE

P R O F I L E



A collaborator and researcher with a passion for innovation across a wide variety of platforms. With a background in psychology, computer science, and graphic design. Inquisitive and empathetic, constantly seeking to understand and properly communicate the human needs, behaviors, motivations, and physical and cognitive factors that impact the design and function of things. Looking for the next step in user research and experience design for a variety of innovative technology

E D U C A T I O N



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

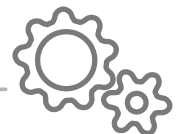
North Carolina State University, Raleigh, NC

2012 — 2016 | BACHELOR OF ARTS

Psychology

North Carolina State University, Raleigh, NC

W O R K E X P E R I E N C E



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 use of a web-mapping platforms.
- Direct design efforts for prototyping and development of web-mapping interfaces through mockups and front-end coding.
- Develop visualization tools and features for new GUI and startup-screen to enable intuitive software use for all user levels.
- Create and conduct program evaluation research efforts for after-school STEM learning experiences.

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.
- Developed and evaluated serious gaming environments built to increase students' science

S E L E C T E D P U B L I C A T I O N S



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 in March.

^{b,*} Transferred from Human Factors and Applied Cognition to Geospatial Analytics in February 2018.