GARRETT C. MILLAR

UX/HCI RESEARCHER
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GEOSPATIAL SCIENTIST

CONTACT

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SKILLS

- UX RESEARCH & DESIGN
- HCI RESEARCH METHODS
- GEOSPATIAL ANALYTICS & MODELING

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- JAVASCRIPT
- PYTHON
- GIS
- STATISTICS
- FRONT-END DEVELOPMENT
- DATA VISUALIZATION
- ADOBE CREATIVE SUITE

PROFILE

UX/HCI Researcher & Geospatial Scientist passionate for discovering how people interact with and experience emerging digital technologies. Natural problem solver and critical thinker with expert knowledge and experience in UX/HCI research and design, emerging technologies, interactive prototyping, and front-end development. Looking for the next step in user research and experience design for a variety of innovative technology platforms.

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 their use of a web-mapping platform for managing plant disease spread.
- Conduct UX & HCI research on tangible user interfaces to improve spatial learning.
- Direct design efforts for prototyping and development of web-mapping systems through mockups and front-end coding.
- Develop visualization tools and features for new GIS 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

- Designing and testing intelligent multi-agent hypermedia systems to help foster college students' STEM learning.
- Conduct studies to examine how students learn from game-based learning environments built to teach students about science and literacy.

SELECTED PUBLICATIONS

Millar, G. C., Mitas, O., Boode, W., Hoeke, L., de Kruijff, J., Mitasova, H. (2020). Space-time Analytics of Human Physiology for Urban Planning. Computers, Environment and Urban Systems.

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***].

[a,*] Expected defense in March.

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