



GARRETT C.  
MILLAR

UX/HCI RESEARCHER  
~  
GEOSPATIAL SCIENTIST

C O N T A C T



RALEIGH, NC



GCMILLAR.GITHUB.IO



GCMILLAR@NCSU.EDU



(336) 202-5732

S K I L L S

UX RESEARCH & DESIGN

HCI RESEARCH METHODS

GEOSPATIAL ANALYTICS  
& MODELING

. . .

JAVASCRIPT

PYTHON

GIS

STATISTICS

FRONT-END DEVELOPMENT

DATA VISUALIZATION

ADOBE CREATIVE SUITE

P R O F I L E



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.

E D U C A T I O N

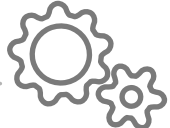


2018 — 2021 | DOCTORATE OF PHILOSOPHY<sup>a,\*</sup>  
Geospatial Analytics  
North Carolina State University, Raleigh, NC

2016 — 2018 | DOCTORATE OF PHILOSOPHY<sup>b,\*</sup>  
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 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.

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 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**].

<sup>a,\*</sup> Expected defense in March.

<sup>b,\*</sup> Transferred from Human Factors and Applied Cognition to Geospatial Analytics in February 2018.