



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 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, and design strategy, I bring a strong strategic mindset that connects science and art with a core value of user-centered design.

E D U C A T I O N

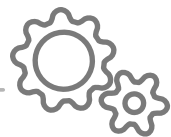


2018 — 2021 | DOCTORATE OF PHILOSOPHY^{a,*}
Geospatial Analytics
North Carolina State University, Raleigh, NC

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 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 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.