



PROFILE



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.

GARRETT C. MILLAR UX/HCI RESEARCHER

CONTACT

- RALEIGH, NC
- GCMILLAR.GITHUB.IO
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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

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 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

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 in March.

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