

# Gwyn Hultquist

FRONT-END ENGINEER & UX DESIGNER

## CONTACT



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ghultquist.github.io

## ACADEMIC HISTORY

### M.A. Emerging Media Design & Development

*Ball State University 2022*

- Concentration: Human-Computer Interaction
- Research Assistant under Dr. Robin Blom

### B.A. Computer Science

*Ball State University 2020*

- Minor in Applied Physics (Electronics)
- Graduated with a 3.4 GPA

## SKILLS

### PROGRAMMING

- Python, JavaScript (React), C++, Java
- HTML & CSS
- GitHub
- Unreal Engine
- Godot Engine

### UX & UI

- Usability testing (card sorting, A/B testing, etc.)
- Design Thinking
- Prototyping (wireframing, storyboarding, etc.)
- Heuristic Evaluation
- Figma
- Qualtrics

### GENERAL SKILLS

- Adobe CC (Pr, Ai, Ae, Ps, Xd)
- Google Suite
- Basic conversational Spanish skills

## WORK EXPERIENCE

### Graduate Research Assistant

*Ball State University | Aug. 2020 to May 2022*

- Developed & ran an eye-tracking study with over 150 participants on racial bias in eyewitness misidentification
- Performed content analyses & coded data on 3 professor-led projects
- Filmed & directed 24 videos for testing stimuli

### Computer Programming Intern

*American Meteorological Society | June 2019 to July 2019*

- Created over 40 automated regression tests for the membership portal
- Quality assurance tested for society's website (www.ametsoc.org)

## LEADERSHIP EXPERIENCE

### Researcher/Show Host

*WCRD (University Radio) | Aug. 2016 to Mar. 2020*

- Researched, discussed, & presented music on a college radio program
- Hosted more than 70 episodes over the course of 7 semesters

### Club President

*Fringed (University Film Club) | Jan. 2017 to Jan. 2020*

- Led meetings, film shoots, & interviews for 4 semesters
- Produced, filmed, & edited 6 short films

## PROJECTS

### Programmer, Game Designer, Artist, & UX Designer

*X (master's creative project) | Jan. 2020 to May 2020*

- Created an original video game based on research
- Conducted A/B testing for character design & iterative playtests

### UX Researcher & Web Developer

*Youth Environmental Press Team | Aug. 2021 to May 2022*

- Led usability testing & design thinking sessions with journalists
- Prototyped wireframes in Figma guided by user-centered design
- Developed a website, workshop, & style guide for the organization

### Programmer & UI Designer

*Axil | Jan. 2020 to May 2020*

- Programmed a video game with a multidisciplinary team of 6 students
- Conducted iterative playtests