

# GWYN HULTQUIST

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## EDUCATION

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### **M.A. in Emerging Media Design and Development | Ball State University | 2024**

Coursework in User Experience (UX) Design, Human-Computer Interaction, and Transmedia Storytelling.

### **B.A. in Computer Science, Minor in Applied Physics (Electronics) | GPA: 3.5 | Ball State University | 2020**

Coursework in Software Engineering, Game Design, Programming Languages, and Analysis of Algorithms.

## EXPERIENCE

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### **Head Computer Science Teacher and Location Manager | Penguin Coding School | Acton, MA**

August 2022 – September 2024

- Programmed and wrote curricula in Python, Roblox (Lua), and Javascript for students aged 6-18 years old.
- Taught 300+ students, maintaining one of the highest student retention rates for 6 semesters (82 - 95%).
- Managed teaching staff, customer communications, and location operations over 5 semesters.

### **Graduate Research Assistant | Ball State University | Muncie, IN**

August 2020 – May 2022

- Designed and ran an eye-tracking study with over 150 participants on eyewitness racial bias.
- Performed content analyses, contributed writing, and coded data on 3 professor-led research projects.

### **Software Testing Intern | American Meteorological Society | Boston, MA**

June 2019 – August 2019

- Produced 40+ automated regression tests for the society's website using Selenium.
- Presented results, documented changes needed, and created an instructional guide for future testing.

## PROJECTS

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### **Grocery Run | Game Developer and Human-Computer Interaction (HCI) Researcher | 2024**

- Designed, researched, wrote, programmed, and created art for a video game as part of my master's thesis.
- Researched loneliness and mental health representation in media as well as the HCI concepts of transportation, identification, and anthropomorphism to produce a game with empathetic depictions.
- Wrote a 43 page paper outlining the research findings, design process, and UX testing conducted.

### **Youth Environmental Press Team Project | UX Researcher and Web Developer | 2022**

- Led usability testing and design thinking sessions with 6 young journalists of the Youth Environmental Press Team (YEPT) while working with them and their leader over the course of a year.
- Developed a 3-part brand redesign, including a website, promotional workshop, and style guide for YEPT.

### **Song Lyric Sync | Frontend Programmer and Documentation Writer | 2020**

- Created a progressive web application that allows a sync-and-scroll option for collaboration between musicians for a music professor, using HTML, JavaScript (Angular), PHP, and MySQL on a team of 4.
- Wrote 4 milestone reports and presentations, documentation, and a 7-page user guide for the software.

## SKILLS, TOOLS, AND INTERESTS

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**Programming Toolkit:** Python, Lua, JavaScript, TypeScript, HTML and CSS (Bootstrap), GitHub, Godot Engine

**UX/UI Toolkit:** Adobe Creative Cloud (Premier, Illustrator, After Effects, Photoshop, XD), Figma

**Skills:** Usability Testing, Prototyping, Wireframing, Web Design, Heuristic Evaluations, CPR & First Aid Certified

**Interests:** sewing, printmaking, cosplay, film special effects, hiking, accessibility in game design