# Grace Brindle

(908) 380-4268 | https://www.linkedin.com/in/grace-brindle | gracebrindle@gmail.com

## EDUCATION

**University of Michigan School of Information,** Ann Arbor, MI                    *April 2023*
*Master of Science in Information, specializing in User-Centered Agile Development*

**Carleton College,** Northfield, MN                    *June 2021*
*Bachelor of Arts in History with Minor in Digital Arts & Humanities*

## PROJECTS

**Big Rapids Community Library,** University of Michigan – Ann Arbor, MI                    *August – December 2021*
*Course: Contextual Inquiry & Consulting*
- Conduct interviews with library staff and gather qualitative data regarding the library room reservation system
- Analyze data via affinity walls to understand pain points and bottlenecks within the room reservation system
- Co-author a consulting report detailing the developed recommendations and implementation methods

**Choresy,** University of Michigan – Ann Arbor, MI                    *August – December 2021*
*Course: Introduction to Interaction Design*
- Conduct user experience research through interviews, competitive analyses, and background research reports for a mobile application focused on collaborative task management
- Draft personas, scenarios, and storyboards to understand user goals and use cases
- Create low and medium-fidelity prototypes in Adobe XD

## EXPERIENCE

**Engagement Fellow,** University of Michigan Library – Ann Arbor, MI                    *September 2021 – Present*
- Create metadata schemes and use OpenRefine and Python to build, clean, and organize a database of 500+ Detroit theaters for an undergraduate film class

**Project Coordinator,** Engaged Michigan – Ann Arbor, MI                    *August 2021 – Present*
- Collaborate with stakeholders across the University of Michigan to promote over 50 engaged learning partnerships
- Lead digital communication efforts by publishing news stories, updating the website, and managing social media

**Research Assistant,** Carleton College – Northfield, MN                    *January 2020 – June 2021*
- Built an interactive timeline for the Centering Spenser project, a virtual reality model of Kilcolman Castle
- Created and analyzed a dataset of 3,500 locations from six medieval English chronicles for academic publication
- Designed the user map interface in Unity for an educational video game about the Boston Massacre, to be installed in the Old State House Museum in Boston

**Digital Humanities Associate,** Carleton College – Northfield, MN                    *January 2019 – June 2021*
- Collaborated with humanities faculty to design and implement digital research projects, consulting on every stage of the process from initial design to data entry, development, and final deployment
- Created public-facing websites for humanities courses using Omeka and WordPress; highlights include a digital guide to medieval Rome and a virtual museum on the Crusades

**Metadata Intern,** Library of Congress – Remote                    *Summer 2020*
- Identified and entered metadata for over 2,500 laws passed by Congress for the Statutes at Large project

**Digital Storyteller,** Westfield Historical Society – Westfield, NJ                    *Summer 2020*
- Researched, designed, and launched an online exhibit on the history of the African-American community in Westfield
- Founded and directed an internship for 6 high school students

**Legislative Intern,** United States Senator Cory Booker – Washington, D.C.                    *Summer 2019*

## SKILLS

- **Programming:** HTML/CSS, JavaScript, Python
- **Tools:** Adobe XD, Figma, Miro, WordPress, Wix, Omeka, Webflow, Google Analytics, ArcGIS Online, OpenRefine, Webscraper.io, Unity, Excel, Trello, Asana