

JAMIE DORST

JAMIEDORST.GITHUB.IO

CONTACT

jamie.g.dorst@gmail.com
(650) 804 - 4716

EXPERIENCE

ROLE & TOOLS

UX Researcher & Designer

User Interviews
Affinity Diagramming
Figma
Behavior Coding

CLASSINSIGHT RESEARCH ASSISTANT @ CMU HCII

September 2019 - Present

Code students'/professors' actions in participating classrooms to help learn about beneficial behaviors in the classroom and how we can increase them. Assist with user interviews, then transcribe and analyze data. Use resulting insights to inform the design of a teacher-facing dashboard from the ground up.

ROLE & TOOLS

Designer & Front-End Developer

Sketch
Principle
React
HTML/CSS/JavaScript

CMU COURSE ADVISOR @ SELF

May 2019 - Present

Creating a website with two of my peers that will help Carnegie Mellon students more accurately choose their courses. Interviewed students from across colleges to understand what they would want in a tool like this, then designed a working prototype using Sketch and Principle. Currently working on front-end development using React, on track to publish by the end of the Spring 2020 semester.

ROLE & TOOLS

UI Designer

Typography/Branding
Grid Systems
Wireframes and Mockups
Think Aloud Protocol

SEEING TO LEARN RESEARCH ASSISTANT @ CMU HCII

October 2018 - May 2019

Created informed and thoughtful site content for a teaching/learning tool about aquatic insect identification. Designed new teaching content using Adobe CC including an updated landing page and the first digital and interactive dichotomous key with printable info pop-ups. Conducted think aloud protocol with users and analyzed the results to further improve my work.

SKILLS

TECHNICAL

Adobe Creative Cloud
Sketch/Principle
HTML/CSS
Javascript/React
Think Aloud Protocol
User Interviews
Affinity Diagramming
Stakeholder Mapping
Customer Journey Mapping
SPSS
Sketching

EDUCATION

CARNEGIE MELLON UNIVERSITY

August 2018 - May 2021

B.A. in Human-Computer Interaction and Psychology
GPA: 3.9

RELEVANT COURSEWORK

Interaction Design Studio I & Interaction Design Studio II
User-Centered Research and Evaluation
Service Design
Computing for Creative Practice
Experiment Design for Social and Behavioral Sciences
Methodology of Visualization