Julia Teitelbaum

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View design portfolio @:
julia-t.com

EDUCATION

Carnegie Mellon University, Pittsburgh, PA

Double Major in Information Systems and Human-Computer Interaction
Minors in Communication Design and Art

Graduation in May 2014
GPA: 3.95/4.00

EMPLOYMENT

Noodle Education, UX Design Intern, Summer 2012
- Designed iPhone app for students on college tours
- Created prototype for and user-tested a new sign-up process
- Consulted on UI design and user research process

Teach For America, UX Designer, Summer 2012
- Worked with stakeholders and users to develop product strategy, sketched UX concepts, and created user flows for internal TFA applications

ChemCollective, Designer and Developer, Summer 2011
- Redesigned website for information architecture, usability, visual style
- Reengineered website using MVC framework in PHP
- Consulted on user interface design for chemistry simulations

PROJECTS

ScottyLabs, Lead Designer, Carnegie Mellon University, Fall 2011 - Present
- Created logo, print ads, and website for ScottyLabs and for ScottyLabs projects: TartanHacks and SkillSwap
- Led team of 7 organizer and coordinated over 30 instructors for SkillSwap

MyBinder, Independent Study in Information Systems, Spring 2012
- Worked with curriculum specialist and teachers, designed and built a web application to manage the Physics curriculum for Pittsburgh Public Schools

TestTube, Special Topics in Human-Computer Interaction, Spring 2012
- Designed and prototyped a web application to allow researchers to make their research more accessible to the general public

IS Website Redesign, Information Systems Milieux, Fall 2011
- Led team of six to design and create a high-fidelity prototype for a new website for the Information Systems Department

Effective Teamwork Course, Edu. Goals, Instruction & Assessment, Fall 2011
- Designed course to improve teamwork skills for college students, using process of backward design and aligning goals, instruction, and assessment

Potions and Proportions, Principles of Computing, Fall 2010
- Designed and programmed potion-making game to teach elementary proportional reasoning skills

COURSEWORK

User-Centered Research & Evaluation

Software Structures for Usable Interfaces

Independent Study Typography

Application Design & Development

Empirical Research Methods

Principles of Front-End Engineering

Cognitive Psychology

Educational Goals, Instruction, & Assessment

SKILLS

Contextual Inquiry

Low/Hi-Fi Prototyping

Storyboarding

Task Analysis

HTML, CSS, Javascript , Ruby, Rails, PHP, Python, SQL (database design)

ACTIVITIES

ScottyLabs

Information Systems Student Advisory Committee

Pittsburgh Children's Museum MAKESHOP Intern

Game Creation Society

AWARDS

First Place at Hack&Jill for the app StreetSmart, June 2012