

OBJECTIVE

To work as an interaction designer using my range of skills in a position that provides opportunities for my curious mind to flourish.

I love challenges and seek out new ways to test my abilities. Compelled by complex and high-level problem solving, my strengths lie in strategic and analytical thinking.

SKILLS

PROCESS

Research Methods
Synthesis
Personas
Scenarios
Storyboards
Sketching
Prototyping
Concept Validation
Think-Aloud Studies
Client Communication
Visual Design
Brand Strategy
Writing

TECHNICAL

Illustrator
InDesign
Photoshop
Fireworks
After Effects
Flash/Catalyst
ActionScript
Processing /Java
openFrameworks
Arduino

LANGUAGE

Some Japanese,
German, and Spanish
... also Korean, Latin
and Welsh

INTERESTS

Cooking
Cycling
DJing
Snowboarding

references upon request

EDUCATION

Carnegie Mellon University PITTSBURGH, PA

Master of Human-Computer Interaction, GPA 3.72/4.0

AUG 2010 – AUG 2011

COURSEWORK: HCI Capstone Project, HCI Methods, Interaction Design, Programming Usable Interfaces, Tangible Interaction, Prototyping, Interactive Art & Computational Design, Mapping & Diagramming, Sketching, Time, Motion and Communication

Illinois Wesleyan University BLOOMINGTON, IL

Bachelor of Arts, Business Administration, GPA 3.7/4.0 (Magna Cum Laude)

AUG 2002 – MAY 2006

Marketing and Graphic Design Concentrations, Japanese Studies Minor.
Study Abroad: Swansea University, Wales, Spring 2005

PROJECT EXPERIENCE

Experience Design Lead

JAN 2011 – AUG 2011

COMMERCE FOR THE VISUALLY IMPAIRED – BANK OF AMERICA

- Led the design strategy on a sponsored project to design a universal mass-market payment solution while focusing on the needs of visually impaired users
- Researched how visually impaired persons currently utilize commerce technologies
- Developed a understanding of the social factors involved in designing for visually impaired users
- Guided the synthesis process and organized findings
- Managed the design process for visual, audio, and motion gesture interface components
- Crafted prototypes and user tested with physical and on-screen forms
- Collaborated with developer to produce a simple, but highly technical demo

Interaction Designer

AUG 2010 – JAN 2011

DIGITAL FINGERPOINTING – INTEL LABS PITTSBURGH

- Co-developed prototype concept of browser-based interface for dynamic visualization of system data to assist in root-cause analysis for big-data processing
- Evaluated designs based on user testing to inform design iteration
- Conducted research of users to gain insight into processes of discovery, response, and diagnosis in the maintenance of data processing clusters
- Co-authored paper for CHIMIT Conference 2011

WORK EXPERIENCE

Sr. Private Label Designer

OCT 2007 – JUL 2010

ULINE INC. WAUKEGAN, IL

- Managed projects for all private label packaging artwork, up to 900 specific items per year
- Generated and developed concepts for all packaging and product-level graphics
- Evaluated and revised workflow for each project based on priorities and product constraints
- Coordinated communication with all overseas vendors regarding packaging specifications
- Illustrated products for package design, instruction manuals and technical diagrams

as Private Label Designer/Coordinator

NOV 2006 – OCT 2007

- Illustrated products for package design, instruction manuals and technical diagrams
- Designed product instruction materials including assembly and usage instructions
- Contacted vendors both domestic and overseas daily to coordinate packaging production

Freelance Designer/Production

SEPT – NOV 2006

CHICAGO CREATIVE CIRCLE CHICAGO, IL

- Designed packaging graphics for local firms, mostly for retail food products
- Organized and redesigned marketing materials for NAI Hiffman, a large Chicago real-estate firm (Typical employ: two weeks to one month.)

Design Intern

JUL – SEPT 2006

i4 DESIGN (LEO BURNETT) CHICAGO, IL

- Concepted illustrations for application to Rice-A-Roni branded packaging for organic line
- Designed event signage for Dance For Life charity event
- Orchestrated and updated "Trendspotting" bulletin board for team collaboration