

Kevin Logan

www.kevin-logan.com
kevin.logan.a@gmail.com
(708) 691-3311

Education

M.S. - Human-Computer Interaction/Design, 3.7/4.0

Indiana University, Bloomington, IN, May 2016

B.S. - Computer Information Systems, 3.6/4.0

Illinois State University, Normal, IL, May 2014

Minors: Psychology and Business Administration

Honors: Departmental Honors and Honors Program Scholar

Experience

Graduate Assistant, Hudson & Holland Scholars Program

Bloomington, IN, August 2014 - Present

- Design websites, flyers, and brochures to promote marketing content
- Create, conduct, and analyze usability tests to evaluate designs
- Prototype and develop websites using HTML5/CSS3, JavaScript, and PHP

User Experience Intern, John Deere

Moline, IL, May 2014 - August 2014

- Designed high-fidelity mockups for five mobile and web experiences
- Prototyped and developed two applications to test interactive designs
- Created, conducted, and analyzed two remote usability tests with 150+ participants to provide a quantitative evaluation of an ordering system
- Conducted 10 direct observations to provide qualitative data for prototypes
- Presented research to stakeholders to report findings and insights

Research Assistant, Dynamic Cognition Lab

Normal, IL, January 2013 - May 2014

- Led experimental research to explore the dynamic relationship between action, perception, and cognition
- Moderated two research experiments on action and perception in gameplay
- Read and discussed 15+ research papers on the topics of flow, spatial perception, embodied cognition, and consciousness

Application Development Intern, Discover Financial Services

Riverwoods, IL, May 2013 - August 2013

- Developed Mainframe applications using COBOL with z/OS and UNIX
- Designed and coded production fixes to remove coding errors
- Wrote and executed unit tests using SQL data sets to verify coding changes

Involvement

- Volunteered at the 2014 Midwest User Experience Conference
- Winner of the 2014 State Farm Mobile App Development Contest
- Presented at the 2014 SIT Conference to educate kids on game development
- Membership Officer of the 2013 - 2014 Association for Computing Machinery
- Member of the 2012 - 2013 Student Psychology Association
- Conducted research on dynamic difficulty adjustment and flow in games

Skills

User Experience Design
User Interface Design
Interaction Design
Graphic Design
Web Design
User Research
Experimental Research
Web Development
Game Development

Methods

Iterative Design
Idea Generation
Usability Testing
Statistical Analysis
Prototyping
Wireframing
Storytelling
Presentation
Personas
Interviews

Tools

Photoshop
Fireworks
InDesign
Dreamweaver
inVision
Morae
SPSS

Languages

HTML, CSS, JavaScript,
Java, C#, PHP, SQL

Interests

Strategic Design
Technology
Psychology
Video Games
Volunteering
Learning