

Kevin Logan

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Experience

Logitech / User Experience Design Intern

Newark, CA / 2015

Improved the experience design of a new consumer product by providing strategic direction and integrating a user-centered design process.

Conducted over 50 user tests to validate design decisions and iterated on a daily basis to improve the product packaging and software onboarding experience.

Designed and sketched several wireframes, mockups, interactions, and user journeys.

Indiana University / Graduate Assistant

Bloomington, IN / 2014 - 2015

Designed a website to enable students to keep track of their scholarship requirements by conducting user research and completing three rounds of usability testing.

Programmed and redesigned a responsive website using HTML5, CSS3, and JavaScript to help students learn about Indiana University's top scholarship program.

John Deere / User Experience Intern

Moline, IL / 2014

Created, conducted, and analyzed two remote usability tests with 150 participants to provide a quantitative evaluation of two highly used online ordering systems.

Wireframed, designed high-fidelity mock-ups, and prototyped two new web experiences using Fireworks and InVision App.

Illinois State University / Research Assistant

Normal, IL / 2013 - 2014

Led experimental research that explored the dynamic relationship between action, perception, and cognition.

Moderated two experiments that explored action and perception during game play.

Discover Financial Services / Application Development Intern

Riverwoods, IL / 2013

Developed Mainframe applications using COBOL with z/OS and UNIX to implement changes to the core processing system of the Discover Card product.

Designed, coded, and executed unit tests to fix errors in production code.

Involvement

Contest finalist of the 2015 PIT Crew Hack-A-Thon for creating a video game

Winner of the 2014 State Farm Mobile Application Development Contest

Presented at the 2014 SIT Conference to educate kids on game development

Volunteered at the 2014 Midwest User Experience Conference

Education

Indiana University

Bloomington, IN / May 2016

MS, Human-Computer Interaction and Design

GPA: 3.85 / 4.0

Illinois State University

Normal, IL / May 2014

BS, Computer Information Systems (Honors)

Minors: Psychology, Business

GPA: 3.6 / 4.0

Skills

Interaction Design
User-centered Design
User Interface Design
User Research Methods
Sketching
Storytelling
Wireframing
Prototyping
Usability Testing
Statistical Analysis
Web Development
Game Development

Tools

Photoshop
Illustrator
InDesign
Fireworks
Dreamweaver
InVision
Morae
SPSS

Programming

HTML5, CSS3, Bootstrap
JavaScript, jQuery
Java, PHP, SQL
C, C#, C++