

# Kevin Logan

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## Education

### **M.S. - Human-Computer Interaction/Design**

*Indiana University, Bloomington, IN, May 2016*

### **B.S. - Computer Information Systems**

*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
- Research, learn, and employ new design and development methods
- Program front/back end solutions to implement changes on websites

### **User Experience Intern, John Deere**

*Moline, IL, May 2014 - August 2014*

- Designed high-fidelity mockups for five mobile and web experiences
- Executed user research on two web applications to initiate redesign efforts
- Created, conducted, and analyzed two remote usability tests with 150+ participants to provide a quantitative evaluation of an ordering system
- Conducted 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 test cases to ensure satisfactory code

## 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  
User Research  
Experimental Research  
Game Design  
Web Design  
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

Learning  
Technology  
Psychology  
Video Games  
Volunteering  
Fitness