

Kevin Logan

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Experience

Indiana University / Graduate Assistant Bloomington, IN / 2014 - 2015

Researched, designed, and developed a responsive website that enables students and parents to learn more about Indiana University's leading scholarship program.

Researched, usability tested, and designed a website that allows students to keep track of their scholarship requirements and submit administrative forms.

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.

Braden Auditorium / Section Supervisor Normal, IL / 2013 - 2014

Supervised a team of three to five ushers during events to ensure quality service was given to our customers at every event.

Assisted and guided over 100 patrons to and from their seats during events.

Involvement

Contest finalist of the 2015 PIT Crew Hack-A-Thon, created a video game

Winner of the 2014 State Farm Mobile Application Development Contest

Volunteered at the 2014 Midwest User Experience Conference

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

Conducted research on dynamic difficulty adjustment and flow in games

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 (Honors), Computer
Information Systems
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
InDesign
Fireworks
Dreamweaver
InVision
Morae
SPSS

Programming

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