karl**nieberding**

i n t e r a c t i o n   d e s i g n e r

C O N T A C T

248 Guerrero Street #101
San Francisco, CA 94103
karl.nieberding@gmail.com
(415) 279–7254

P O R T F O L I O

www.karlnieb.com

S K I L L S

interaction design
user-centered design
rapid prototyping
wireframing
usability evaluation
communication
user research

M E T H O D S

interactive prototyping
storyboarding
personas
think aloud
heuristic evaluation
cognitive walkthrough
keystroke-level modeling
affinity diagramming
participatory design
directed storytelling
contextual inquiry

C O M P U T I N G

Adobe Creative Suite
OmniGraffle
Axure
XHTML / CSS
JavaScript
ActionScript 3
Microsoft Office
OSX / Windows / Unix

E D U C A T I O N

Carnegie Mellon University
Master of Human-Computer Interaction, 2009

University of Maryland
Bachelor of Science in Computer Science, 2005

W O R K   E X P E R I E N C E S

salesforce.com | Master's Capstone Project | Design Lead | 01–08.2009
Led interdisciplinary team in the design process of a natural language extension to help sales users input customer information faster and easier. Conducted user research, interpreted findings, led concept generation, managed iterative prototyping, ran user feedback sessions, and designed wireframes for the final working prototype.

Microsoft | Sponsored Project | Interaction Designer | 01–05.2009
Designed cross-platform networking application to help professionals reach career goals through meeting others with shared interests and complementary goals. Conducted exploratory and generative user research, synthesized results, and contributed to generation and refinement of the concept.

Mayo Clinic | Sponsored Project | Service Designer | 08–12.2008
Designed a health care service that assists individuals and communities in building healthier lifestyles and achieving wellness goals. Designed research materials, interpreted findings, contributed to conceptual development, responded to client input across multiple iterations, and presented the final design to innovation team at the Mayo Clinic.

iCarnegie | Sponsored Project | Design Lead | 08–12.2008
Redesigned a global online learning platform to improve student experience and productivity through organizational features, better information visibility, and paper-like interactions. Conducted and modeled user research, led synthesis and concept generation, designed paper prototype for rapid testing, and designed and documented the final wireframes.

Hillcrest Laboratories | User Experience Developer | 05.2006–08.2007
Developed the front-end for HoMEtv, a multimedia entertainment system utilizing a pointer-based remote control. Resonsible for developing the RadioTime internet radio application and a demo that helped the company win Kodak as a client. Prototyped new features, participated in design discussion, and contributed to usability testing.

Big Huge Games | Quality Assurance Tester | 03–04.2006
Filed and reproduced bug reports during pre-release playtesting of Microsoft-published PC game Rise of Legends. Collaborated with other testers and developers to meet daily QA milestones and resolve issues.

Information Management Services | Programmer Analyst | 06.2005–02.2006
Designed and developed statistical programs to analyze cancer data for published reports. Engaged with various task leaders and handled multiple projects in unison.