KRISTINE AUWERS

User Experience Designer and Digital Media Specialist

CONTACT

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KEY COURSES

Usability Evaluation

Information Visualization

Pervasive Interaction Design

Personal Informatics

Marketing Analytics

Contextual Inquiry

SKILLS

RESEARCH METHODS

Usability testing

Heuristic evaluation

Survey design and analysis

Interviews

User enactments

DESIGN METHODS

Interactive digital prototypes

Physical prototypes

Wireframes, storyboards

Responsive web design

DIGITAL MEDIA

Sound engineering

Video production

Video compression and streaming

Kaltura Management Console

DEVELOPMENT

HTML5/CSS3

Python3

REST APIs

Moodle, SCORM

JavaScript, Django, D3 (learning)

TOOLS

Sketch/Invision

Adobe (Photoshop, Illustrator, InDesign)

R Studio, Tableau

Final Cut Suite

ProTools, RX4

EDUCATION

MASTER OF SCIENCE IN INFORMATION, HUMAN COMPUTER INTERACTION

April 2017

University of Michigan
Ann Arbor, MI

ExpoSItion Best Project - Academic/Research (DoIIIT) (2017)

Merit Scholarship Recipient (2015-2017)

Leadership: DataRefuge, The Designers of Interactive, Intelligent, Internet of Things (DoIIIT), Student Organization for Human Computer Interaction (SOCHI), Social Impact Challenge, Innovation Trek

BACHELOR OF SCIENCE IN ENGINEERING
BACHELOR OF ARTS, ENGLISH LANGUAGE AND LITERATURE

magna cum laude
August 2006

University of Michigan
Ann Arbor, MI

U.S. Environmental Protection Agency National Sustainable Design Expo Winning Project (2006)

Distinguished Achievement Award, Interdisciplinary Engineering Department (2006)

EXPERIENCE

RESEARCH TECHNICIAN INTERMEDIATE

University of Michigan
Ann Arbor, MI

Sep 2010 – Present

- Lead a three-month usability study (survey design, usability testing, heuristic evaluation, interviews) for a video player based course (HTML5, XML, JavaScript) for mathematics educators
- Designed and maintained websites and media-rich SCORM-compliant Moodle and Blackboard courses using Bootstrap, HTML5/CSS3, JavaScript, and Kaltura Management Console
- As a camera operator for high production value live events, managed rapid editing, compression and distribution for DVCPRO-HD and AVCHD recordings, working with a team to arrange SDI live streaming
- Scripted conversion of HTML courses to XML using Python3 (RegEx, ElementTree, BeautifulSoup, JSON)
- Archived student data sets [approx. 10,000 files], video, audio, document and metadata

USER EXPERIENCE INTERN

Gale: Cengage Learning
Farmington Hills, MI

May 2016 – Dec 2016

- Collaborated with a senior user researcher for National Geographic Learning K-12 products to analyze interview data and use findings to contribute to designers' Balsamiq and Invision prototypes
- Worked with a team of UX professionals to collectively develop user personas and storyboards, analyze survey data and customer experience analytics using Tableau, and perform heuristic evaluation
- With Reveal.js, created a demo of an interactive, graphical eBook interface for script-converted PDFs
- Created low-fi prototypes for a new onboarding process for MindTap Instructor Resource Center courses using Illustrator, Photoshop and Sketch [system will be implemented in the next year]

PROJECTS

MEMORY MUSEUM   Jan 2017 – Mar 2017

With a partner, designed and prototyped an interactive keepsake box that explores the interplay between sound, touch and memory. (Arduino, circuits, RFID, wireframes, laser cutting, Sketch, Illustrator)

MAGIC MIRA   Sep 2016 – Dec 2016

Collaboratively designed an innovative hardware product to help users stay healthy. A diary study, user enactments and survey informed the interaction design for a smart mirror prototype with voice and gesture recognition. (Soundboy, LeapMotion, Photoshop, Illustrator, Sketch)

LIFE SCIENCES INSTITUTE WEBSITE   Jan 2016 – Apr 2016

As a team, conducted a comprehensive usability study to inform a website redesign. We recommended a new flexible content type to meet the needs of doctorate users seeking diverse, specialized information.