Skills

Languages: HTML5, CSS3 (SASS), JavaScript (Polymer, ¡Query, AngularJS), Web Components

Software: Adobe Creative Suite, Omnigraffle, Sketch, Keynote, Marvel, Github, Google Analytics

Other skills: Deep understanding of UX/UI design, using analytics to measure product performance;

Love of building quick prototypes, hi-fi mockups and wireframes; Experience overseeing Internet products and technologies, giving advice based on analysis; Self-sufficient learner and creative problem-solver; 2 years of professional

development experience building user interfaces using HTML5, CSS3, and Javascript for high-traffic web applications; Able to write consistent, clean, concise, and well documented code; Strong understanding of key-value database systems; Using data to

presenting and educating stakeholders and users

Interests: bicycling, educational technology, electric vehicles, evolutionary psychology, green

technology, healthy foods, piano, nature, Nintendo, sci-fi

Education

Master of Interaction DesignBrisbane, AustraliaUniversity of OueenslandJul 2012 - Nov 2013

Bachelor of Computer ScienceVancouver, BCUniversity of British ColumbiaSep 2010 - May 2012

Bachelor of Science, PsychologyVictoria, BC
University of Victoria
Sep 2005 - May 2009

Work Experience & Publications

Senior User Experience Developer

University of Queensland Library

Brisbane, Australia Sep 2013 - Present

- Lead the design and development team, worked with management and development leaders on envisioning and planning new features and design improvements in core Library product offerings used by over 50,000 users every year
- Observe usability tests to qualify and quantify the success of implemented solutions
- Worked with other team members to specify, update, and prioritize software system requirements according to business objectives
- Developed UX IA designs including concept sketches, user flows, wireframes, and prototypes for user-facing Library services as well as client-facing back-end admin tools
- Planned and conducted user research including persona development and usability studies
- Promoted strong standards for usability and user-centered design organizational practice
- Planned and crafted complex interfaces, mobile applications and websites
- Managed, coached, motivated, and educated other team members about UX best practices
- Worked with clients and internal stakeholders to help manage project requirements

Usability ResearcherUniversity of Queensland

UX Developer/DesignerBrisbane, AustraliaInteractive InteriorsNov 2012 - Mar 2013

Team LeaderBrisbane, AustraliaRSPCA QLDJul 2012 - Sep 2013

Male AmbassadorCanada/AustraliaGirl Geek CoffeesNov 2011 - Mar 2013

Private TutorCanada/AustraliaSelf-employedMay 2003 - Sep 2013

Young ICT Explorers JudgeSAP
Brisbane, Australia
Jul 2012, 2013, 2014

Research AssistantUBC, CanadaMedia and Graphics Interdisciplinary CentreAug 2011 - May 2012

Vice PresidentUBC, CanadaUBC Life Extension SocietyAug 2010 - May 2012

Research AssistantWedia and Graphics Interdisciplinary Centre
UBC, Canada
Aug 2011 - May 2012

Facilitator, Mentor, Web DesignerVictoria, CanadaRestorative Justice VictoriaOct 2008 - May 2012

International Student Income Tax Program Volunteer

Revenue Canada

Apr 2009

Outdoor Leadership VolunteerVictoria, CanadaSt Michael's University SchoolSep 2004 - May 2005

Awards & Publications

Knight, D., Brown-Watts, K., & Emerson, M. (in press). Not One in the Crowd: A study of personalizing feedback in the classroom. *Advances in Engineering & Education*, 19(4).

Digital Analytics Fundamentals Certificate

Google Analytics Academy

2013

References

References available upon request.