

Kyle D. Barron

501 N Neville Street · Pittsburgh, PA 15213 · (608) 320-4205 · kyledbarron@gmail.com

OBJECTIVE

Motivated and resourceful psychology graduate with strong computer science background looking to pursue a career in UX Research pertaining to video games.

EDUCATION

Carnegie Mellon University, School of Computer Science

Master of Human-Computer Interaction – Current Student

University of Wisconsin-Madison

Bachelor of Science in Psychology, Computer Science Certificate – September 2016 – May 2018

EXPERIENCE

NeuGen, LLC., Procurement Department, Madison, WI

Procurement Coordinator/Data Entry, September 2018 – August 2019

- ❖ Oversee execution of all company contracts with external vendors, sometimes exceeding \$2 million
- ❖ Developed procedures and trained the legal team to use a contract workflow and repository within Sharepoint
- ❖ Ensure all internal company employees have proper software and hardware for business use

Learning & Transfer Lab, Dr. C. Shawn Green, Madison, WI

Undergraduate Research Assistant, May 2016 – May 2018

Recruit, schedule, and run participants through various lab protocols for research lab focused on human learning, specifically in perceptual and cognitive domains.

❖ **Awarded sophomore research fellowship to investigate “Virtual Reality in Context” (12 months)**

Principal Investigators: Dr. C. Shawn Green, Dr. Bas Rokers, and Dr. Jacqueline Fulvio

- Managed all participant recruitment and documentation
- Independently conducted all virtual reality experiments and data collection
- Communicated findings via MS® PowerPoint presentations to lab members and investigators
- Collaborated with investigators on design of experiment and analysis of project data
- Created and delivered poster presentation for Undergraduate Research Symposium

Core study team member on the following projects:

❖ **Key components of action video games and their neural underpinnings (15 months)**

- Administered video game stimuli to participants during fMRI brain scanning
- Managed multiple game set-up, scoring and progress of participants in month long experiment

❖ **Complex Skill Learning and Skill Transfer (15 months)**

- Oversaw and trained five research assistants to conduct full array of project experiments
- Connected EEG headset and operated neural tracking software (BrainVision)
- Supervised participants simultaneously undergoing active experiments in multiple rooms

UW Law Library (Collection Management), Madison, WI

Student Helper/Library Monitor, September 2015 – May 2018

- ❖ Manage bindery order processing and shipping
- ❖ Update Microsoft® Access DB with invoice and accounting information
- ❖ Provide customer service and screen visitors for authorized library entry

RELEVANT EXPERIENCES & COMPUTER SKILLS

- ❖ Esports Club Overwatch Team Member
- ❖ Smashbros Club Tournament Member
- ❖ Undergraduate Research Symposium Presenter
- ❖ Writer for Student Satirical Newspaper
- ❖ SPSS Statistics
- ❖ MatLab®
- ❖ Java™ Programming Language
- ❖ Qualtrics Survey Software