

# McKenzie Carlile

*Product and Interaction Designer*

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(573) 201-1251

## Education

### University of Southern California

School of Cinematic Arts  
BA Interactive Media with Honors, 2015  
Phi Beta Kappa, Magna Cum Laude

## Skills

### Design + Research

Design Thinking  
Workshop Facilitation  
UX / Interaction Design  
Design Research  
Prototyping

### Programming

HTML/CSS/JS  
Processing/Arduino  
C#  
Java

### Software

Sketch  
Framer  
Adobe CC  
GitHub  
InVision  
Unity 3D

## Honors

Microsoft Endowed Fellow  
USC Mortar Board  
Finalist: Nike+ Design Competition  
Rose Family Foundation Fellow  
Cohen Scholar

## Experience

### Product Designer

**IBM Design** | Austin, August 2015 - present

As a UX Designer on the IBM Analytics Platform, I am learning how to use design thinking practices and research methodology at scale. Currently, I'm helping develop human-centered legal products for some of the world's largest companies.

### User Experience Design Intern

**Amazon** | Seattle, June 2014 - August 2014

For my summer internship project, I researched, designed and prototyped a solution to assist Amazon Prime customers discover free books, music and video content.

### Design Intern

**Disney Interactive** | Glendale, January 2013 - June 2013

During my six-month internship with Disney Interactive, I designed mobile-responsive wireframes, developed sitemaps and created interactive prototypes for several disney.com subdomains.

### Undergraduate Research Assistant

**USC Mobile & Environmental Media Lab** | Los Angeles, May 2012 - May 2015

Sensors in cars record everything from tire pressure and brake pad condition to geolocation and the song playing on the radio. At the USC Mobile and Environmental Media Lab, we used this data to power fun and engaging interactions between drivers and their MINI Coopers.

### Design Intern

**Primitive Spark** | Los Angeles, May 2012 - August 2012

While interning at Primitive Spark, I was introduced to the UX Design process and the role of information architecture. I was responsible for drafting user flow diagrams and wireframes for an enterprise dashboard. At the end of the internship, I presented high-resolution mockups, Axure prototypes and documentation to clients and developers.