

MCKENZIE CARLILE

portfolio: mckenziecarlile.com

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EDUCATION

USC School of Cinematic Arts

BA Interactive Media, 2015

Honors Thesis: Media Arts + Practice

GPA: 3.8

SKILLS

Design

User Experience Design, Rapid Interactive Prototyping, Information Architecture, Interaction Design, UI Design, Wireframing, Game Design, Virtual Reality Design, Exhibition Design

Programming

HTML, CSS, Javascript, jQuery, C#, Processing, Agile Development Methodology

Research

Usability Testing, Heuristic Evaluation, Competitive Analysis

Software

Adobe Illustrator, Photoshop, Premiere, InDesign, Axure RP, Visio, Sketch 3, Unity 3D, Omnigraffle, Version Control (Git), Slack, Outlook, Jira, Confluence

HONORS

Microsoft Endowed Fellow

Phi Beta Kappa

Mortar Board Member

USC Academic Achievement Award

Rose Family Foundation Fellow

Cohen Scholar

Finalist: IBM Watson Case Competition

Finalist: Nike+ Design Competition:

2014 International Serious Play Award

EXPERIENCE

Product Designer

IBM, Austin, September 2015 - present

- Currently enrolled in IBM's intensive 3-month "Design Camp" training program
- Working with researchers, engineers and product managers to create a smarter world with data

Design Intern

Moviefone, Santa Monica, August 2014 - November 2014

- Redesigned movie showtime search user flows on moviefone.com
- Taught 6 designers best practices for integrating Axure RP into an agile workflow

User Experience Design Intern

Amazon, Seattle, June 2014 - August 2014

- Gathered requirements, created user flows, and designed prototypes
- Redesigned a responsive landing page that increased conversion rates by 40%

Designer

ElemenTerra, USC Games, Los Angeles, April 2014 - May 2015

- Worked with 40 students to design a fully-immersive virtual reality experience.
- Designed control systems, tutorials and the physical exhibit for Demo Day 2014

Brand Management Intern

Disney Interactive, Glendale, January 2013 - July 2013

- Created user flows, wireframes and interactive prototypes for mickey.disney.com
- Managed the design of a UGC upload feature from ideation to execution

Information Architecture Intern

Primitive Spark, Los Angeles, June 2012 - August 2012

- Introduced to the UX design process and the role of information architecture
- Drafted user flow diagrams and wireframes for an enterprise dashboard
- Presented deliverables and documentation to clients and developers

Undergraduate Research Assistant

Mobile & Environmental Media Lab, USC, May 2012 - present

- Working in a design group that researches driver-vehicle interaction
- Developed the UI for an iPad application that lets users view vehicle sensor data