# MCKENZIE CARLILE

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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

### 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 - present

- Working 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

### Tech Director & Backcountry Guide
**SC Outfitters,** USC, September 2011 - present

- Managing reservation, e-commerce and customer support systems
- Facilitated 49 climbing, surfing and backpacking trips for 392 students in 2014