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
Generative Design Research
Evaluative Design Research
UX / Interaction Design
Prototyping

Programming

HTML/CSS/JS
Processing
Arduino
C#
Java

Software

Sketch
Framer
Adobe CC
GitHub
InVision
Unity 3D

Honors

Microsoft Endowed Fellow
Phi Beta Kappa
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 full time, six month co-op with Disney Interactive, I designed mobile-responsive wireframes, developed sitemaps and created interactive prototypes of a re-imagined mickey.disney.com, Mickey Mouse's home online.

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.

Resume Type Scale | Major Third

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Heading 1

font-size: **15.63 px**
line-height: **23 px**
margin-bottom: **34 px**

Heading 2

font-size: **15.63 px**
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Heading 3

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Paragraph

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List

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Caption

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