# 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

### IBM

**Product Designer**
*Austin, October 2017 - present*

I'm currently helping research and design data governance tools for the Watson Data Platform — IBM's industrial-scale data science, machine learning and predictive analytics product for the world's largest companies.

**Associate User Experience Designer**
*Austin, August 2015 - September 2017*

While working on the IBM Analytics Platform, I learned how to use design thinking practices and research methodology at scale. During this period, I helped ship IBM StoredIQ for Legal and IBM Bluemix Data Connect.

### Amazon

**User Experience Design Intern**
*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.

### Disney Interactive

**User Experience Design Intern**
*Glendale, January 2013 - June 2013*

During my six-month internship with Disney Interactive, I designed wireframes, user flows and interactive prototypes for several disney.com subdomains.

### USC Mobile & Environmental Media Lab

**Undergraduate Research Assistant**
*Los Angeles, May 2012 - May 2015*

At the USC Mobile and Environmental Media Lab, we used sensor data to design fun and engaging interactions between drivers and their MINI Coopers.

### Primitive Spark

**User Experience Design Intern**
*Los Angeles, May 2012 - August 2012*

While interning at Primitive Spark, I was introduced to the UX Design process. I was responsible for drafting user flow diagrams and wireframes for an enterprise dashboard.