

NICOLE TILLY

(917) 751 - 8639 | nictilly@gmail.com | nictilly.github.io

SUMMARY OF QUALIFICATIONS

HCI graduate with work experience as **analyst, researcher, and designer** at corporate and startup companies. Understands **user research, product testing, and rapid prototyping** techniques. Excellent **technical and creative writer**. Familiar with design, programming, and analytics tools such as **Axure, Tableau, Unity Engine, Rhino3D, Adobe Creative Suite**.

EDUCATION

UNIVERSITY OF WASHINGTON

*Bachelor of Science in **Human-Centered Design & Engineering (HCDE)**
with a focus in **Human-Computer Interaction (HCI)***

Seattle, WA
December 2016
GPA: 3.7

WORK EXPERIENCE

FOUNDRY10 | *Researcher for VR Programs*

July 2016 – Present

- Design, conduct, analyze, and document research studies on empathy, perspective, and education in VR
- Outreach to local organizations, schools and community members to participate in studies

BOEING | *Systems Design Analyst Intern*

Jun 2016 – Sept 2016

- Performed functional and regressive testing on tools used by procurement and sales agents
- Made design recommendations to improve efficiency of tools used throughout the organization

BOEING | *Functional Systems Analyst Intern*

Jun 2015 – Sept 2015

- Updated and wrote test scripts for bridge interface between manufacturing and commercial software teams
- Java coder and technical writer for winning 4-person team in internal hackathon focused on automation..

PROJECTS

VIRTUAL WORLD SOCIETY | *Researcher*

RATLab LLC

- Research and concept design for an educational component of the Virtual World Society

REI MEMBERSHIP CAPSTONE | *Researcher, Designer*

University of Washington

- Worked with 2 students and 2 REI employees to research consumer satisfaction with membership programs
- Conducted 10 rounds of user testing through surveys, interviews, observations, and prototype walkthroughs
- Designed a reservation system to connect REI shoppers to experts in a memorable fashion

VIRTUAL OCEANGATE | *Experience Producer, Presenter, Writer*

University of Washington

- 1 of 7 students to create a digital replica of an OceanGate manned submersible in the Second Life virtual world
- Project was presented at Oceans '16 conference, showcasing how virtuality can make ocean training and exploration safer and more affordable.

RE-PAIR RESEARCH PROJECT | *Researcher, Writer*

University of Washington

- 1 of 4 researchers and primary networker for ethnographic study on local “maker” communities
- Facilitated 3 of 5 workshops and transcribed our findings to collaborative documents
- Wrote and revised sections of paper presented with honorable mention at 2016 CSCW Conference

AWARDS, PUBLICATIONS, SOCIETIES

SCHOLARSHIPS : UW Engineering Department Scholarship (2014 – 2016), Osher Re-Entry Scholarship (2014 – 2015)

SOCIETIES : Society of Women Engineers (SWE), Virtual Reality Society, Women in UX (WiUX), Game Development Club

PUBLICATIONS : CSCW 2016 – “Out of Place, Out of Time: Reflections on Design Workshops as a Research Method”