Phillip Isaac Roberts

UX – Design – Accessibility – Build

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UX

- Sketch
- Axure
- Omnigraffle
- Invision
- Wireframing
- Usability Testing
- Data Analysis
- Sketching
- Interviews
- Focus Groups
- Digital Prototyping
- Physical Prototyping

Programming

- JavaScript
- C#
- Go (Golang)
- PHP
- Python
- C / C++
- SQL
- XML
- Node.js
- Git
- AWS
- REST API
- Agile

Web

- HTML5
- CSS
- WAI - ARIA
- SASS
- React.js
- Vue.js
- jQuery
- ES6
- Responsive Design
- Mobile-first Design
- Email Design
- Wordpress
- SVG Animation
- Bootstrap

Accessibility

- JAWS
- NVDA
- VoiceOver
- WCAG 2.0
- Section 504 & 508
- VPAT

2D Design

- Adobe Photoshop
- Adobe Illustrator
- Adobe Indesign
- Final Cut Pro

3D Design

- Maya
- Virtual Reality
- Augmented Reality
- Vueforia
- Unity
- Unreal Engine

Marketing

- Google Analytics
- Editing
- Blogging
- Social Media
- Twitter
- Facebook

Misc.

- Microsoft Office (Word, PowerPoint, Excel)
- Windows
- OSX (Mac)
- Linux
- Leadership
- Education/speaking

Publication

"The Unity Engine as an Extensible Platform: Findings from the System for Wearable Navigation" ICT Accessibility Testing Symposium 2017

Work

Sonification Lab (Georgia Institute of Technology) – Research Assistant
March 2018 – (current)
Ongoing grant with Facebook gathering insights into efficacy and accessibility of reactions. Assisting and leading focus groups, documentation and data analysis, and designing prototypes.

Lucena Research – UX / Marketing Intern
August 2017 – (current)
Created design and graphics for digital materials. Managed and increased website exposure by 1166.67% (2k monthly). Led team for design and creation of front-end for React.js Nasdaq intranet portal.

AMAC Accessibility (Georgia Institute of Technology) – ICT Accessibility Auditor (student)
January 2017 – August 2017
Provided programmatic and usability accessibility audits, remediation, and training for universities, government orgs., and private charities for their websites, technologies, and kiosks.

City Publications – Web / Graphic Design & Advertising
August 2014 – September 2016
Redesign website, created email and print advertisements, and marketing materials for US franchises.

Strategies Group – Marketing / Graphic Design Intern
April 2014 – August 2014
Created marketing materials and managed social media and email blasts and social media accounts for Sage Group subsidiary.

Education

MS Human-Computer Interaction
Georgia Institute of Technology (May 2018)

BA Graphic Communications
Reinhardt University 2014
Digital Art Minor – Magnum Cum Laude – Student Scholar (90% of tuition paid through scholarships)

Honors / Awards / Projects

VA Tactile Interface Design & Research for Spatial Cognition
Volunteer assisting research for visually impaired veterans. 2017 -18

MARTA Hackathon Runner-Up (4th)
"MARTA Way" Navigation beacons. 400 participants, Fall 2017

Alpha Chi Honors Society
Academic achievement – Reinhardt University 2013

Lambda Pi Eta Communications Honors Society
Core academic achievement – Reinhardt University 2013

Eagle Scout
Boy Scouts of America 2009