

Peter William Andrews

Contact:

pwa1532@gmail.com
248.977.5600
peterwandrews.com

Methods:

- Contextual Inquiry
- Affinity walls
- Personas & Scenarios
- Storyboards
- Usability Tests
- Survey Design
- Heuristic Analysis
- Comparative Analysis
- Prototypes

Programming:

- C++
- Java
- MYSQL
- Python
- PHP
- Javascript
- HTML5
- HTML
- CSS
- Google App Engine

Programs:

- Illustrator
- Fireworks
- Photoshop
- InDesign
- Flash
- Office

Activities:

Michigan Running Club
- Community Outreach
Chair '10 - '11
MichiganEnsian
- Photo Editor '08 - '09

Education:

University of Michigan School of Information - Ann Arbor, MI
Master of Science in Information: *Human Computer Interaction*
University of Michigan College of Engineering - Ann Arbor, MI
Bachelors of Science in Engineering: *Computer Science*

April '12

August '10

Work Experience:

Usability Expert: Winter '10, Alder Planetarium - Chicago, IL

- Week long alternative spring break program to test possible iPhone based augmented reality tour of planetarium
- Generated recommendations for Planetarium based on user testing of museum patrons and researched technologies to augment existing framework including RFID tags and QR codes

Research Assistant: Spring '10 - Spring '11, University of Michigan – Ann Arbor, MI

- Lead programmer for Facebook app using multiple languages including PHP, Javascript, HTML5, Ajax, jQuery and MYSQL
- Worked in small Agile team environment while mentoring undergraduate assistants
- Created front-end of Firefox plug-in that annotated Digg.com political articles, testing methods to increase user's exposure to diverse opinions

Projects:

Quicken Loans: Winter '11

- Evaluated usability and functionality of Quicken Loans mobile site using several usability methods including heuristic evaluation, survey design, comparative analysis and user testing

Community Capture: Fall '11

- Combined educational material with good game design principles to create a fun and educational gaming experience aimed at teaching high school students about their local history

SocialU: Fall '10

- Designed mobile website to help international students adjust to the University of Michigan utilizing usability methods including personas & scenarios, user testing, and low & high fidelity prototyping

Information Visualization: Fall '11

- Created visualization for email list allowing for reflection on which group of users within the email list generated the most content and what general category the content fell within.

Pervasive Design: Winter '11

- Evaluated the needs of patrons of lounges within the University of Michigan dorms and designed and prototyped ambient technology to satisfy observed needs.