

U.X. (Dee) Sign

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Work Experience

MHCI Capstone with NASA--Design Lead, Jan – Aug 2014 Collaborated with a team of masters students to design for NASA engineers and the International Space Station, designed and developed a mobile application and RFID tracking system.

CMU School of Design--Teaching Assistant, Aug – Dec 2013 Aided two professors in teaching 41 first-year design students the basics of design principles. Guided the students, answered questions, attended their class, and helped document their work.

Apple--Visual Interface Design Intern, Summer 2013
Created usable interactions. Designed user flows. Worked on new features with the iTunes Apps Design team. Ideated new interfaces.

Penguin Group (USA)--Design/Art Intern, June – Aug 2012 Designed e-book covers. Assisted cover designers with type- setting on book jackets. Proposed full book covers to art director.

Branding Brand – UX Designer, Fall 2014
Designed mobile sites and apps for major e-commerce brands. Analyzed client sites and provided recommendations to improve. Devised and implemented A/B tests and measured results. Oversaw design of new products from conception to launch

Involvement

CMU Spring Carnival Head of Marketing, 2013 – April 2014
CMU School of Drama's Playground Designer, 2013, 2014
Counterpoint A Cappella President, Jan 2011 – Nov 2013
CMU Orientation Leader, Aug 2011 – Aug 2013

Education

Carnegie Mellon University
Masters of Human-Computer Interaction, Dec. 2014

Carnegie Mellon University
BFA in Communication Design, May 2014
Double major in HCI
3.76/4.0 GPA, with highest honors

Recognition

Phi Kappa Phi Honor Society, Sept 2013
Andrew Carnegie Society Scholar, Sept 2013
School of Design Merit Award, May 2012
Carnegie Mellon Dean's List 6/8 semesters

Skills

User Research:
Contextual Design
Think Aloud
Persona Design
Storyboarding
Heuristic Evaluation

Design:
Sketch
Photoshop
Illustrator
InDesign
AfterEffects

Prototyping:
HTML/CSS
Javascript
MATLAB
Arduino