

HCI, UX

RYAN J. MCMANUS

OBJECTIVE

I am currently seeking a full-time position in either applied HCI/human factors research or user experience design for Summer 2018.

SKILLS

RESEARCH, ANALYSIS

- Hierarchical task analysis
- Surveys, questionnaires
- Interviews, focus groups, contextual inquiry
- Usability testing, heuristic evaluation
- Affinity diagramming, journey mapping
- Scenarios, user personas
- Descriptive and inferential statistics

DESIGN, PROTOTYPING

- Sketching, storyboarding
- Paper prototyping
- Wireframing (Visio)
- Interactive prototyping (Axure)
- 3D modeling (Fusion 360)

IMPLEMENTATION

- C++, Python, Lua
- HTML, CSS, JavaScript
- SQL, data modeling
- Info Vis (d3.js)

OTHER TOOLS

- Issue-tracking systems (Visual Studio Online, JIRA, Zendesk)
- CRM/marketing automation (Salesforce, Hubspot, Infusionsoft)

EXPERIENCE

GRADUATE RESEARCH ASSISTANT • GEORGIA TECH RESEARCH INSTITUTE

Fall 2016 – Present

- Conducted hierarchical task analysis and used Visio to generate task sequence diagrams for US Navy Air mission planning.
- Generated wireframes demonstrating how interface design concepts could translate from desktop to mobile/tablet.
- Developed a modular framework for simulating task network models, incorporating agent-based modeling features.

SALESFORCE ADMINISTRATOR • COCOUNSELOR

Fall 2014 – Summer 2016

- Provided training and technical support to end users of a cloud-based law practice management solution.
- Implemented a knowledge base and issue-tracking system.
- Leveraged Salesforce's declarative development suite to deliver custom solutions to preferred clients.
- Prototyped alternative information architecture schemas.
- Managed the deployment of patch updates and bugfixes.

RESEARCH ASSISTANT • UNC SOMATOSENSORY RESEARCH LAB

Fall 2012 – Spring 2013

- Coordinated experimental research on the neural relationship between pain and the sensation of heat, using human subjects.
- Used statistical methods to analyze the collected data, and interpreted the results into research findings.

EDUCATION

M.S. HUMAN-COMPUTER INTERACTION • GEORGIA TECH

Fall 2016 – Spring 2018

B.S. PSYCHOLOGY, B.A. HISTORY • UNC CHAPEL HILL

Fall 2009 – Spring 2013

INTERESTS

- Human systems engineering
- Modeling and simulation
- Information architecture
- Engineering psychology
- Educational games
- Cognitive science
- Philosophy of mind
- World history
- Geography
- Football (soccer)



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