UX/HCI RYAN J. MCMANUS

OBJECTIVE

I am currently seeking an internship in an HCI-related role for Summer 2017.

SKILLS

RESEARCH

- Quantitative and qualitative user research methods (surveys, interviews, contextual inquiry, focus groups)
- Descriptive and inferential statistics
- Hierarchical task analysis
- Scenarios/user stories
- User personas
- Affinity mapping

DESIGN

- Wireframes (Microsoft Visio, GIMP, Axure)
- Paper prototypes

DEVELOPMENT

- C++ (OOP), Python, Lua (scripting)
- HTML, CSS, SQL
- Agile/Scrum methodology

OTHER

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

EXPERIENCE

GRADUATE RESEARCH ASSISTANT • GTRI ELSYS LAB, HSE BRANCH • FALL 2016

Conducted hierarchical task analysis for the redesign of mission planning system used by US Navy Air, using Visio to create task sequence diagrams. Generated wireframes demonstrating how the redesigned interface could be translated from desktop to mobile.

SALESFORCE ADMINISTRATOR • COCOUNSELOR • FALL 2014 TO SUMMER 2016

Provided training and technical support to end users of a cloud-based law practice management solution. Implemented an issue-tracking system to aggregate user feedback and define the product backlog. Communicated business requirements to off-site developers and generated accompanying technical documentation. Developed custom solutions for preferred clients using Salesforce's declarative development suite. Proposed an overhaul of the software's information architecture and interface for improved UX.

RESEARCH ASSISTANT • UNC SOMATOSENSORY RESEARCH LAB • FALL 2012 TO SPRING 2013

Coordinated human subjects research on the neural relationship between heat sensation and pain. Contributed to experimental design and the IRB approval process. Used descriptive and inferential statistics to analyze data and interpret findings.

EDUCATION

M.S. HUMAN-COMPUTER INTERACTION • GEORGIA INSTITUTE OF TECHNOLOGY • FALL 2016 TO SPRING 2018

B.S. PSYCHOLOGY, B.A. HISTORY • UNIVERSITY OF NORTH CAROLINA AT CHAPEL HILL • FALL 2009 TO SPRING 2013

INTERESTS

- HCI, UX design, information architecture, human systems engineering
- serious games, edutainment, training simulations, interactive fiction
- software development, project management
- cognitive science, philosophy of mind
- geography, world history, military science
- travel, music, football (soccer)

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