

UX+HCI

RYAN J. MCMANUS

OBJECTIVE

I am currently seeking a full-time position for Summer 2018 that involves applied research and/or design in a domain related to HCI.

SKILLS

USER RESEARCH

- Surveys, interviews, focus groups, contextual inquiry
- Card sorting, tree testing
- Usability testing
- Descriptive and inferential statistics

ANALYSIS

- Hierarchical task analysis, heuristic evaluation
- User stories, personas
- Affinity mapping

PROTOTYPING

- Paper prototypes
- Wireframes (Visio, GIMP)
- Interactive prototypes (Axure, PowerPoint)

IMPLEMENTATION

- C++, Python, Lua
- SQL, data modeling
- Information visualization
- OOP, Agile methodology

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 for the US Navy Air's mission planning system. Created task sequence diagrams using Visio. Generated wireframes demonstrating how interface design concepts could translate from desktop to mobile/tablet. Developed a modular Python-based framework for simulating task network models including agent-based model dynamics.

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 to aggregate and address user feedback. Communicated business requirements to off-site developers, and leveraged Salesforce's declarative development features to deliver custom solutions to preferred clients. Developed prototypes to demonstrate the pros and cons of different information architectures. Managed the deployment of bug-fixing patches.

RESEARCH ASSISTANT • UNC SOMATOSENSORY RESEARCH LAB

Fall 2012 – Spring 2013

Facilitated human subjects research on the neural relationship between pain and the sensation of heat. Cowrote an IRB protocol and helped to refine the experimental design. Statistically analyzed the data and interpreted 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

- Information architecture, data science, modeling and simulation
- Software design, development methodology, project management
- Human systems engineering, human factors, engineering psychology
- Serious games, edutainment, training simulations, game design
- Cognitive science, philosophy of mind, applied ethics
- Geography, cartography, world history, military science
- travel, music, soccer



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