

Sean Gedorio

hello@seangedorio.com
(818) 644 - 1773
seangedorio.com

Education

Georgia Institute of Technology

B.S. Computer Science, Honors
Conc. Human-Computer Interaction
Atlanta, GA / Aug 2015 - Dec 2019

Georgia Tech Lorraine

France Study Abroad Program
Metz, FR / May 2017 - Aug 2017

Skills

Research Surveys, Interviews,
Personas, Card Sorting,
Storyboard, Contextual Inquiry,
Affinity Diagrams, Usability Testing

Tools Figma, Sketch, Adobe
Suite, Miro, OptimalSort, Dedoose

Development JavaScript, Git,
TypeScript, HTML/CSS/Sass,
Java, D3.js, Processing.js,
Unity, React.js, MATLAB

Awards

Banatao Family Filipino
American Scholarship

2017 Intl. Chem-E-Car Top 5
Research Poster Design

Dean's List

Experience

Freelance Product Designer Sep 2020 - Present
Design desktop & mobile interfaces through iterative, research-driven approach. Reorganize site architecture for seamless flow.

WREK Atlanta, 91.1FM Publicity Director Sep 2016 - Dec 2019
Increased Instagram follower growth rate 1500% (100 to >1600) by enforcing active social media presence. Boosted alumni engagement 30% through entertaining Mailchimp newsletters. Mentored 10+ trainees on DJing & station protocols with 100% conversion to staff.

ANNUITAS Front End Intern May 2019 - Aug 2019
With usability in mind—developed animated, interactive D3.js data visualization interfaces to analyze KPI of client pages. Tested client webpages via BrowserStack to maximize cross-browser compatibility.

Stanford University Research Intern May 2016 - Aug 2016
Conducted computational research on phase-changing, nanoscale alloys. Presented findings & insights clearly to various stakeholders.

Projects

Escape the Syllabus Agile, Unity, Git, UX Aug 2018 - May 2019
Gamified syllabus experience through Unity game engine to bridge miscommunication gap between professors and students. Planned software development with client via Scrum Sprints. Headed UX process by surveying and interviewing professors & conducting heuristic evaluation and usability testing on prototypes.

Supply Me! Figma, Illustrator, UX Jan 2019 - April 2019
Developed prototype for school supply bartering app to alleviate teachers' expenses for students. Analyzed existing solutions, interviewed school teachers, captured holistic experiences through visual storyboards. Inspired by 2018 education workers' strikes in US.

Leadership

WREK Design Collective Founder Sep 2018 - Dec 2019
Founded radio station's first design team in its 50+ years of history. Fostered DIY spirit through collaborative, inclusive space that focused on experimental print and multidisciplinary design. Taught members core principles in typography, composition, visual hierarchy. Curated art exhibit for station's 50th year anniversary.