

SHUNTA MCDAVID

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Work Experience

NASA Ames Research Center

UX Designer/Researcher

Capstone Project

01/2017 – 08/2017

Using interviews and background research to create a new way to visualize and troubleshoot with data. Prototyping to finalize a solution. The data visualization/accessibility solution will help foster autonomy as problems such as 40 minute time lag for the 2030 Mars mission create unacceptable time barriers when faced with a conflict scenario.

Seattle Central College

Teacher's Assistant/Tutor

04/2016 – 08/2016

TA for beginning web design course in HTML and CSS. Helped students create web pages and understand purpose of elements on the page. Helped troubleshoot problems in student's code and answer questions. Was also a tutor for HTML, CSS and JavaScript.

Behavioral Research and Therapy Clinic *UX Designer/Research Intern*

09/2015 – 08/2016

Worked on visual design of substance abuse therapy such as color themes and interactions. Anticipated user issues (ex: touchscreen vs. mouse, click vs. hover interactions). Ensured therapy was effective but also captured the interest of the users (limit lecturing, keep videos short and engaging, etc.). User tested to find new problems and refine the therapy.

Chesterfield Health Services

Program Supervisor

04/2014 – 06/2015

Supervised home care aids while managing over 40 clients catering to their specific needs and finding suitable caregiver pairings. Reported directly to the CEO of the company letting her know about current problems, and figured out solutions with her.

UW Center for Anxiety and Traumatic Stress

Research Assistant

Helped design and modify a psychological study related to attention (attentional blink). Interviewed participants to gain consent/qualification, ran them through the experiment and surveyed them. Compiled data into excel and performed appropriate statistical tests.

Education

Carnegie Mellon University

8/2016 – 8/2017

Masters of Human-Computer Interaction

Seattle Central College

6/2015 – 8/2016

Continuing Education
Programming/Web Design
GPA: 4.0

University of Washington

2008 – 2012

B. S. in Psychology
GPA in major: 3.46
Dean's List 5 quarters

Skills

User Experience:

Lo-Fi Prototyping, Affinity Diagrams, Competitive Analysis, Sequence Flow Diagrams, Card Sorting, Heuristic Evaluations

Programming:

HTML, CSS, JavaScript, JQuery, D3
Python, PHP, Java

Tools:

Illustrator, Photoshop, InDesign, Sketch, InVision

Research:

Human-Subjects Training, Interviews, Surveys, User Testing