

Education

Purdue University

MSc in Computer Graphics Technology, UX Design, GPA: 3.70/4.00
BSc in Psychological Sciences

West Lafayette, IN

Expected: 2024
2022

Leysin American School

International Baccalaureate

Leysin, Switzerland

2017

Skills & Tools

Methods: Surveys, Interviews, Usability testing, Diary studies, A/B testing, Literature review, Journey Mapping.

Tools: Figma, Airtable, Dovetail, Qualtrics, Miro, Mural, User Interviews, UserZoom, HotJar, Confluence, Jira.

Programming: HTML, CSS, Javascript.

Professional Experience

Candid

UX Research Intern

New York, NY

01/2023 - Present

Supported UXR projects related to demographics, global data, generative AI, and foundation-nonprofit communication in the philanthropic sector. Conducted semi-structured interviews, created surveys, employed the use of behavioural analytics software, and conducted qualitative and quantitative analysis. Shared insights with specific teams or in organization wide presentations to aid with product iteration and prioritization related decision making. Developed journey maps for distinct user personas, identified pain points and potential solutions.

Purdue University

Graduate Student Researcher, UXP2 Lab

West Lafayette, IN

08/2021 – 06/2023

Conducted research under the supervision of Dr. Colin M. Gray as part of an NSF-funded project on everyday ethics in UX design. Developed virtual and in-person co-creation sessions to help practitioners approach complex ethical scenarios, built and tested a website presenting ethics-focused methods to practitioners, conducted thematic and network analysis of tweets regarding dark patterns, published papers and posters related to ethical complexity in the workplace.

Purdue University

Undergraduate UX Research Assistant, SuperPower Lab

West Lafayette, IN

05/2022 – 08/2022

Performed research under the supervision of Dr. Robert Proctor as a member of the User Experience Team within The SuperPower Project. Conducted qualitative content analysis through transcript and behavioural coding. Assessed a power analysis software through journey mapping and usability issue reporting. Performed 80 hours of data cleaning for interviews that were part of a project on the human centered design and enhancement of next generation transportation infrastructure regarding connected and automated vehicles.

Teaching Experience

- CGT 147 - *Visual Effects Introduction* Purdue University, Fall 2023
- CGT 270 - *Introduction to Data Visualization* Purdue University, Fall 2023
- CGT 411 - *Contemporary Problems in Applied Computer Graphics* Purdue University, Fall 2023

Publications

- Gray, C. M., Chivukula, S. S., **Carlock, T.**, Li, Z., & Duane, J. (2023, July). *Scaffolding Ethics-Focused Methods for Practice Resonance*. In *Designing Interaction Systems Conference (DIS'23)*. ACM Press.
- Chivukula, S. S., Obi, I., **Carlock, T.**, & Gray, C. M. (2023, July). *Wrangling Ethical Design Complexity: Dilemmas, Tensions, and Situations*. In *Designing Interactive Systems Conference (DIS Companion '23)*. ACM Press.
- Li, Z., Obi, I., Chivukula, S. S., Will, M., Johns, J., Pivonka, A. C., **Carlock, T.**, Menon, A. R., Bharadwaj, A., & Gray, C. M. (2023, May). *Co-designing Ethical Supports for Technology Practitioners*. *Proceedings of IEEE-ETHICS*.
- Gray, C. M., Obi, I., Chivukula, S. S., Li, Z., **Carlock, T.**, Will, M., Pivonka, A. C., Johns, J., Rigsbee B., Menon A. R., & Bharadwaj, A. (2022) *Practitioner Trajectories of Engagement with Ethics-Focused Method Creation*.
- Obi, I., Gray, C. M., Chivukula, S. S., Duane, J.-N., Johns, J., Will, M., Li, Z., & **Carlock, T.** (2022). *Let's Talk About Socio-Technical Angst: Tracing the History and Evolution of Dark Patterns on Twitter from 2010-2021*.

Awards

- **Best Paper Award;** *ACM Designing Interactive Systems. July 2023*
- **Merit Scholarship;** *Leysin American School in Switzerland. 2014-2016*
- **Eagle Scout;** *Boy Scouts of America*

Projects

Kroger

UX Project Lead, Spring 2023

Researched the ways in which Millennials, Gen Z and Gen Alpha consumers interact with new e-commerce environments, then ideated, designed, and validated various e-commerce and immersive experiences.