

TROY GRIFFITHS

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USER EXPERIENCE DESIGN

Portfolio: troygriff.com

EDUCATION

UNIVERSITY of WASHINGTON

BS, Human Computer Interaction

Anticipated Graduation: June 2015

WORK EXPERIENCE

UW BIOMEDICAL INFORMATICS | HCI RESEARCHER

JUNE '14 - Present

- Worked under the guidance of UW faculty members looking into how cancer patients select mentors in online health communities.
- Created high fidelity HTML prototypes that were part of design critiques and submitted to annual research reviews.
- Recruited participants and conducted hour long user interviews with participants. Interviews consisted of card sorting activities and open ended questions.

AMAZON | UX RESEARCH INTERN

JUNE '14 - AUG '14

- Investigated user experience issues and suggested design improvements for the Amazon Warehouse Deals site.
- Researched into the problem space with heuristics evaluations, persona creation, competitive analysis, and user surveys.
- Lead interviews and usability studies addressing navigation issues, user pain points, and brand awareness.

UNIVERSITY of WASHINGTON | TEACHING ASSISTANT

APRIL '14 - JUNE '14

- Lead class discussions about concepts in information visualization and aesthetic design.
- Worked closely with students to improve their design skills in Adobe Illustrator.
- Provided constructive assignment feedback and critiqued student visual work based off of design principles.

PROJECTS

MEDISYNC | USER EXPERIENCE LEAD

Researched, designed, and created an iOS application for displaying drug interaction information.

OSCILLATOR | WEB DEVELOPER

Developed a music making web app at Seattle's largest hackathon. Won "Best Leap Motion" award.

COUP-IT | USER EXPERIENCE DESIGNER

Designed a coupon service for students. Created surveys, personas, wireframes, and hi-fi prototypes.

SKILLS

UX RESEARCH

Usability Studies
Content Strategy
Surveying, Card sorts, Personas
User Research Methods
Ethnography
Contextual Inquiry

DESIGN TOOLS

Wireframing, Prototyping
Axure, Omnigraffle, Visio
Site Maps, Sketching
Concept Modeling
Illustrator, Photoshop, Sketch
User Centered Design

PROGRAMMING

Java, HTML, CSS, Bootstrap
Javascript, node.js, JQuery
Data Structures and Algorithms
Version Control
Documentation
Hi-fi HTML Mockups