Thomas Şerban von Davier

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Objective

To obtain experience in the industry as an UX/UI developer and designer. To build upon the skills I have developed as a researcher in pursuit of creating widespread products.

Education

Carnegie Mellon University, Pittsburgh PA
Bachelor of Human Computer Interaction and a B.S. of Psychology   GPA: 3.95
Selected Coursework: Principles in Computing (Python), Programmable User Interfaces (HTML, CSS, and JavaScript), User Centered Research and Evaluation (InVision, Sketch, and Balsamiq), Research Methods in Cognitive and Social Psychology.

Skills

Coding: Python, HTML, CSS, JavaScript, C#, R.
Technologies/Environments: Windows, Mac, Meteor, jQuery, Linux, Microsoft Suite, SPSS, Minitab.

Experience

Carnegie Mellon University Oh! Lab, Pittsburgh PA
Research Assistant (January 2016-Present)

- Started as an observer of the whole research system.
- Created a coding manual to classify TA questions which was eventually combined with Machine Learning software to classify questions into specific types.
- Joined the data analysis team and helped the primary investigator visualize the data.
- Finally, we developed a training module for the TAs and an AI that observes the classroom and collects the data.

Rutgers University Graduate School of Education, New Brunswick NJ
Research Intern (Summer 2014 and Summer 2015)

- Observed videos, group meetings, and listened to audio files.
- Handled delicate observation equipment.
- Assisted in the creation of another coding manual for evaluating teacher behaviors.

Projects

CMU Transportation – a consulting job done for the university.

- Conextual interviews and design were used to develop a potential solution for Carnegie Mellon University's transportation in the off chance that the public transportation fails.

Breaking Barriers – a research project to develop diversity and inclusion through technology

- Parallel prototyping project that eventually developed a fully working tool first year students could use to develop diversity and inclusion.

Pre-Conference Primers – a research project to create a system that will prepare students before they meet with their professors.

- A classmate and I developed a system of primers that would allow students to prepare for their conferences ahead of time, and increase their learning outcomes.