

WILL SIMS

User Experience | Software Development

2714 SW Mitchell St, Portland, OR 97239

(503)-679-9905

simsw@oregonstate.edu

www.wrsims.com

EDUCATION

Oregon State University • Honors B.S., Computer Science, Human-Computer Interaction • Corvallis, OR

September 2014 – June 2018

- GPA 4.0/4.0, Psychology Minor
- **Relevant Coursework:** Web Development, Cognition, Data Structures, Intro CS Sequence, Honors Calculus, General Psychology Sequence, Public Speaking
- **Activities and Societies:** Engineering Leadership Academy, Intramural Sports, Campus DJ
- **Awards:** CBT Nuggets Scholarship, Drucilla Sharp Award (2014, 2015), Academic Achievement Award, Battle of the DJ's 2016 Champion

EXPERIENCE

Puppet • UX Intern • Portland, OR

June 2016 - September 2016

- Worked on multiple research projects with UX designers, researchers and product owners to improve the usability of Puppet Enterprise.
- Facilitated usability test sessions with active users and made concrete, data-driven recommendations for change based on my findings.
- Developed usability benchmarks for measuring the overall ease of use of Puppet Enterprise to track product performance with each release.

Sasquatch Brewing Company • Host • Portland, OR

June 2015 - September 2015

- Managed in-person guest inquiries, customer service requests and reservation bookings.
- Escorted customers to their tables with consideration of wait staff coverage and customer preferences.

PROJECTS

Normie Notes • Web Developer & Designer

January 2016 - March 2016

- Responsible for UX and front-end development for my group project in Web Development. The website is a note sharing platform for students at Oregon State University.
- Made mockups in Sketch and implemented the design with HTML5 and CSS3. Used PHP and MySQL for the login form.

SKILLS + PROGRAMMING

- Usability Testing, A/B Testing, Heuristic evaluation, Usability Benchmarking, Front-end development, Agile Methodologies
- Sketch, Google drive applications, GitHub
- HTML5, CSS3, C/C++, Python, Java, Assembly