

EDUCATION

Indiana University Bloomington, IN

Master of Science, Human-Computer Interaction Design, May 2010, GPA: 3.8

Rensselaer Polytechnic Institute, Troy, NY (May, 2008)

Bachelor of Science

Majors: Electronic Media, Arts, and Communication and Computer Science

EXPERIENCE

Hannapin Marketing Bloomington, IN (August 2009)

Design Consultant

- Redesigned two marketing blogs through the use of sketching and wireframing site mockups
- Critiqued and developed concepts in a team of two to present to the CEO and blog team

GameZombie.tv Bloomington, IN (Jan – Dec 2009)

Lead Web Designer

- Crafted the GameZombie experience through the presentation of sketches, concepts, and wireframes
- Generated user feedback through the use of surveys and interviews
- Worked with the Creative Team bi-weekly to determine the Internet identity of GameZombie

School of Informatics, Indiana University Bloomington (Sept 2008 – Dec 2009)

Associate Instructor

- Taught students the fundamentals of the Python programming language
- Helped to teach students how to use logic and incorporate mathematical principles in their thinking

RPI Center for Communication Practices (Sept 2007 – May 2008)

Consultant

- Critiqued and collaborated with students daily to improve papers and presentations
- Taught students how to incorporate HTML and graphics into professional documents and websites

RPI Symphony Orchestra Troy, NY (Sept 2006 – May 2008)

Webmaster

- Redesigned the orchestra's website for public relations purposes
- Collaborated and worked with the orchestra weekly to maintain an active and updated website

PROJECTS

2009 Accenture Business Case Competition (Oct 2009)

- Created a solution for business professionals in a car company to invest in a large software package

Master's Capstone (Sept 2009 – May 2010)

- Through primary and secondary research, developed concepts, sketches, and prototypes to help attendees of anime conventions interact with each other in better and interesting ways

Interaction Design Practice Mentoring (Sept - Dec 2009)

- Mentored first-year design students on a weekly basis through an introductory course on design

Shareable Interfaces Research Group (May 2009 – May 2010)

- Researched user engagement on interactive surfaces using Flash on the Diamond Touch Table

2009 Imagine Cup Design Competition (May 2009)

- Placed in the semi-finals in a design challenge to use technology to solve the world's toughest problems