

# IRENE ALVARADO

## Experience Designer & Prototyper

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## SKILLS

### Design

Personas, scenarios, mockups, prototyping, participatory design, storyboards, wireframes

### HCI Methods

Contextual inquiry, heuristic evaluation, think-alouds, affinity diagramming, surveys, usability testing, interviewing, A/B testing

### Programming

Javascript, HTML, CSS, C++  
OpenFrameworks, Java, Arduino, Processing, D3, APIs, Node, Unix

### Tools

Unity, Adobe Suite, Keynote, InVision, Sketch, Framer, depth cameras, laser cutter, 3D printers

### Languages

English, Spanish, basic-intermediate Italian & French

## TEACHING

Teaching Assistant for Prof. Marti Louw, Learning Media Design  
Fall 2016

## AWARDS

Zachary Watson Memorial Education Scholarship, 2017

Grace Hopper Celebration Scholar, 2016

Carnegie Mellon University, School of Computer Science Scholarship, 2016-2017

## EDUCATION

### Carnegie Mellon University

Sep 2015 - Expected July 2017 | Pittsburgh, PA | GPA: 4.0/4.0  
M.S Human Computer Interaction

### Columbia University

2007 - 2012 | New York, NY | Cum Laude, GPA: 3.8/4.0  
B.S. Computer Science & B.A. Modern History

### École Polytechnique

2011 | Palaiseau, France | GPA: A  
International Exchange Program in Computer Science

## EXPERIENCE

### Carnegie Mellon University, Sponsored by Philips, Interaction Designer for AR

Sep 2016 - Dec 2016 | Pittsburgh, PA

Designing an augmented reality system for improving sleep health.

- Collaborated with a team of 3 designers to improve the diagnosis and management of sleep disorders using augmented reality.
- Conduct user research using storyboarding, personas and interviews to determine the most appropriate needs to address. Prototype for augmented reality to rapidly test ideas.

### Mapzen at Samsung Accelerator, UX Engineer

May 2016 - Aug 2016 | New York, NY

Mapzen is an open, sustainable, and accessible mapping platform

- Designed and implemented new features for TangramPlay, an online design tool and editor for rendering 3D OpenGL-based maps.
- Conceptualized, user-tested, and developed an online interactive tutorial for learning the basics of geographic data visualization and how to render dynamic, always up-to-date maps.

### Studio for Creative Inquiry at CMU, Project Terrapattern, Designer / Developer

Jan 2016 - Aug 2016 | Pittsburgh, PA

Terrapattern is a search tool for satellite imagery funded by the Knight Foundation.

- Collaborated with professor Golan Levin and team of 4 to build an open-source tool to enable non-technical users to detect patterns of interest in satellite imagery using machine learning.
- Contribute to the design and code of the first Terrapattern prototype using web APIs, HTML, CSS, and various other prototyping tools. Featured in New Yorker, Wired, Creative Applications.

### The Research Board at Gartner, Research Analyst

Jul 2012 - Nov 2014 | New York, NY

A forum for Chief Information Officers at F500 companies to exchange knowledge and insights

- Identified shared objectives/needs around big data and cloud computing amongst a group of +100 CIOs. Clients included Coca-Cola, Philips, Toyota, Bank of America, among others.
- Conducted and/or supported +150 interviews with tech industry leaders, including Microsoft CEO Satya Nadella, Google at Work President Amit Singh, IBM CEO Ginni Rometty, and Amazon CTO Werner Vogels.