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## Objective

Experienced interaction designer seeking to apply systems thinking, technical expertise and aesthetic sensibility to the creation of unparalleled interactive experiences.

## Skills

Research	Design	Prototyping	Production
Experimental Design	After Effects	OF	Angular
Contextual Inquiry	Photoshop	Framer	Three.js
Usability Testing	Illustrator	Invision	Node.js
Ethnography	Premier	Arduino	Ionic
AdWords	Sketch	Processing	Git

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## Learning

**Carnegie Mellon University**  
MS Human-Computer Interaction  
08/2012, GPA 4.1/4.0

**Vassar College**  
BA Cognitive Science  
05/2011, GPA 3.8/4.0

## Teaching

"Building to Think" / Carnegie Mellon University, 2016  
"Prototyping in Practice" / Northwestern University, 2016  
"Building Realer, Faster" / OFFF Russia, 2015  
"Prototyping for UX Designers" / Oreily Video Training, 2015  
"Post-Gamification" / Midwest UX, 2015  
"Occlusion: Metaphysical VR" / Eyeo Attendee Talks 2014  
"Sketching in Hardware" / IIT Prototyping Series, 2013

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## Employment

**Interaction Design Lead**  
IDEO, Chicago IL

10.12 - Present

Led interdisciplinary design teams in all project phases including research, ideation, prototyping and implementation  
Crafted interactive experiences across physical, digital, environmental and service-based platforms  
Evangelized new prototyping tools, helping them gain traction within the organization  
Coached and supported junior designers to help develop their craft  
Oversaw the scoping and financial targets of client projects

**Design Lead**  
Carnegie Mellon University, Pittsburgh PA

1.12 - 8.12

Led The Andy Warhol Museum in reinventing visitor interactions with the museum collection  
Employed user-centered methodologies to iteratively design an implementable mobile experience  
Evolved rough sketches into mid-fidelity interactive prototypes and high-fidelity specifications

**Junior Game Designer**  
Arkadium, New York NY

5.10 - 10.10

Designed gameplay mechanics and economies for two social games with a combined 500,000 monthly active users  
Designed sound for 14 titles, managing audio from concept to implementation  
Produced level designs, wireframes, models and other visual assets for 20 titles

**Lead Audio & New Media Consultant**  
Vassar College, Poughkeepsie NY

8.08 - 5.11

Provided leadership and technical expertise to faculty seeking to apply technology to education  
Provided student-clients with technical assistance on photo/audio/video editing as well as web/graphic design