

Conrad Bassett-Bouchard

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Work

Bloomberg LP Sponsored Capstone Project

Product Designer + UX Researcher | January 2017-Present

Designing for increased accessibility to financial data for people with visual impairments. Co-led literature review and contextual inquiry into the domains of financial investment and people with visual impairments. Created style guide as well as client-facing books and presentations. Currently designing and prototyping solutions at Bloomberg HQ.

North American Scrabble Players Association

Professional Scrabble Player | 2004-Present

Memorized over 80,000 words in the Scrabble dictionary. Attained world #1 ranking in 2012. Coach and mentor to current US youth champions. *Became the youngest American Scrabble Champion in 2014.*

Outsource Relocation Partners

Global Mobility Consultant | 2012-2014

Providing assistance to transferring corporate executives and their families relocating in and out of the San Francisco Bay Area. CA Real Estate Salesperson's license (2012-present).

Evullab

Research Assistant | 2010-2011

Exploring how people strategically use limited cognitive resources. Designed and coded attention-disruption experiment in Python. Conducted eyetracking study on object tracking.

Projects

Scrabble Game Viewer Redesign

Interaction Designer + Visual Designer | Jan 2017-present

Phase one of a redesign for cross-tables.com, focusing on the site's popular Scrabble game viewer. Conducted usability testing with current interface to inform design. Built and tested low and medium fidelity prototypes for both mobile and desktop designs. Created and tested high fidelity clickthrough prototypes for final designs to implement summer 2017.

The Club at Tunxis

Project Manager + Service Designer | May 2017

Managed a team of four designers on a project for a Hartford, CT area public country club. Researched the driving range experience and provided clients with designs for both short-term incremental changes (year-round range), as well as longer term disruptive service innovations (millennial-focused driving range experience).

Wolf Goes to School

Interaction Designer + Game Designer | Oct-Dec 2016

Audience Participation computer game inspired by *Mafia* for Twitch.tv platform. Design focused on improving audience voting interactions. Iterated designs through playtesting. Created in-game animations in After Effects. MVP presented to Amazon and Twitch.tv.

Activities

Music

Drummer | 18 years; Digital composer | 12 years

Resource Sharing

CouchSurfing host | 6 years; Lyft driver | 1 year

Travel

20 countries | since 2011; 46 states | since 2009

Education

Carnegie Mellon University

Master of HCI | 2016-2017

Human-Computer Interaction
GPA: 3.97

UC San Diego

Bachelor of Science | 2007-2011

Psychology
GPA: 3.77
Cum Laude, Phi Beta Kappa

Skills

Research Methods

Affinity Diagramming
Contextual Inquiry
Experimental Design
Heuristic Evaluation
Interviewing
Journey Mapping
Playtesting
Qualitative Data Analysis
Remote User-Testing
RITE
Survey Design
Think-Aloud Usability Testing

Prototyping Methods

Experience prototyping
Game design
Paper prototyping
Sketching
Wireframing
Working knowledge of:
CSS, HTML, Java, JS, Python

Software

Adobe XD	InVision
After Effects	Keynote
Audacity	Logic Pro
Balsamiq	Marvel
Figma	Photoshop
Illustrator	Premiere
InDesign	Sketch