

Mark McCarthy

FUELED BY INCLUSIVE DESIGN AND EMPOWERING USERS

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EDUCATION

MS Information Management (2018)
Concentrations in UX design, database management, and information accessibility.
University of Illinois, Urbana-Champaign

BA East Asian Languages & Cultures (2016)
Minors: Asian American Studies, Informatics
University of Illinois Urbana-Champaign

SELECTED PROJECTS

ACCESS ILLINOIS
([HTTP://HDL.HANDLE.NET/2142/95982](http://hdl.handle.net/2142/95982))

Access Illinois integrates existing UIUC accessibility maps with Google Maps with JS.

READYSETFLUENT!

Produced as a final project, ReadySetFluent was designed to be an aggregator of language learning services that would adapt based on users' budgets, hobbies, habits, and more.

TALK2DATA
([HTTP://HDL.HANDLE.NET/2142/91703](http://hdl.handle.net/2142/91703))

TALK2DATA allows anyone with zero programming experience do data science with a web browser and their voice.

SKILLS

Expert

Adobe Creative Cloud
Conversational Japanese
HTML5/CSS3
Moodle/Blackboard
(Course Management)
Social Media

Intermediate

ARIA
Arduino
JavaScript
Python
SQL

CERTIFICATIONS

Information Accessibility, Design, and Policy
Cryptography
Hardware Security
Software Security
Usable Security

AWARDS AND HONORS

Stan Yellot Scholarship for Success in IT Education
Rocky Mountain Oracle Users Group 2017

1st Place Winner (Access Illinois)
University Library Hackathon 2017

2nd Place Winner (Talk2Data)
University Library Hackathon 2016

LAS Dean's List 2015-2016

Chez Scholarship for Academic Success
(Four Time Recipient)

Frances E. Smith Scheidel Scholarship for Academic Success in Language & Literature
(Two Time Recipient)

WORK EXPERIENCE

Disability Resources and Educational Services
UX Engineer | Jan 2018 - Current

- Develop, administer, and evaluate user tests.
- Write documentation and create training material for users.

Disability Resources and Educational Services
Apprentice Accessibility Engineer | June 2017 - Current

- Create and maintain ARIA programming examples.
- Clean and streamline old examples for new standards.

Kinesiology 494, Special Topics

Accessibility Technologist, Consultant | August 2015 - Current

- Ensure accessibility of digital materials and online learning environment.
- Guide team of mentors in facilitating class and discussion sessions.
- Develop assignments in collaboration with professor and assist with grading.

Disability Awareness Panel

Media Coordinator | Annual, Current

- Collaborate with Director in producing materials; directing, editing, captioning video recordings.
- Facilitate dialogue and planning between committee members, Resident Advisors and Multicultural Advocates.

University of Illinois LGBT Resource Center

Communications Manager | March 2015 - May 2017

- Produced, designed, and disseminated publications and ads.
- Developed and maintained social media websites.
- Assisted visitors on a daily basis; provided office help as needed.

ACTIVITIES AND VOLUNTEERISM

Disability Resources and Educational Services
Mentor | August 2015—Present

- Troubleshoot issues of accommodations, assimilation, and social activities for incoming students with disabilities.
- Facilitate weekly group discussions with a team of three other mentors.

March for Science Champaign-Urbana
Disability Advocate | January-April 2017

Phi Sigma Pi National Honors Fraternity
Various Leadership Roles | April 2014-May 2016

Regional Delegate

- Collaborated with five other chapters to organize regional conference.

Recording Secretary

- Communicated with Executive Board regarding member attendance and eligibility.

Active Member

- Worked with Executive Board to ensure accessibility of events and diversity of recruits.

Relevant coursework

CURRENT COURSES:

Critical Disability Studies (Accessibility, Ethnography)

Foundations of Information Processing (Python)

Information Assurance (Cybersecurity, Data Analysis, Ethics, Philosophy, Usability)

PAST COURSES:

Advertising, Writing Across Media: (Photoshop, Illustrator, Premiere)

Used Adobe Creative Cloud to create mock advertisements for products and services.

Competitive Intelligence and Knowledge Management (Data Analysis, Market Analysis)

Performed business research and produced deliverables related to knowledge management e.g. an implementation manual and comprehensive competitive intelligence report.

Data Visualization (Python, Tableau)

Final project includes mapping and timing local mass transit system with Python and Tableau. Topics included construction of communicative visualizations, the modern software ecosystem of visualization, and techniques for aggregation and interpretation of data through visualization.

Data and Statistical Models of Information (R)

Used R to replicate studies and graph scatterplots, dendrograms, and probability distributions.

Midterm project involved replicating a study involving text mining and various modes of data analyses.

Entrepreneurial IT Design (Design Thinking, Ethnography, Prototype, Needs Assessment, Use Case Design)

Final project consisted of developing prototype of language learning platform that learns based on user interaction.

Project was realized through the use of entrepreneurial skills to identify a need, exploring design spaces and exploiting opportunity, and rapidly prototyping a vision through extensive user testing.

Introduction to Databases (SQL)

Final project used SQL and MySQL Workbench to implement a trading card game database. Project involved managing, manipulating, and retrieving information from large databases using MySQL and Microsoft SQL Server.

Introduction to Network Systems (Community Engagement, Electronics/Circuitry, Python)

Course discussed radical considerations of technology, community informatics, and agile design. Course also practiced electronic circuitry and Python programming. Final project revolved around user testing and demonstrating a prototype for a community based IoT system.

Information Modeling (Logic, RDF, Turtle, UML)

Class projects used RDF, Turtle, semantic and discrete logics, and mathematical theory to model webs of information and their flows. Introduced to ontologies.

Sociotechnical Information Systems (Analytical Skills, Diagramming, UX Analysis)

Final project comprised of conducting analysis of an existing system followed by recommendations for a new system, based on understanding actor-network theory and diagrams, UML and other workflow diagrams, and user-centered analysis.

Usability Engineering (Design Thinking, Ethnography, Needs Assessment, Prototyping, UX Analysis & Design)

Practiced several agile techniques of UX engineering, rapid prototyping, and designing. Final project consisted of doing a UX evaluation "in the wild" with a complete report and presenting results of our tests and evaluations.
