



**FOCUS AREAS**

Augmented Reality  
Tangible Interaction  
Wearable Interfaces  
3D Virtual Environments

**STRENGTHS**

Project Management  
Mobile UX Design & Prototyping  
Web Design & Development  
3D Visualization & Modeling  
Usability Testing

**SKILLS**

**Development**  
HTML/HTML5  
Javascript/JQuery  
CSS/CSS3  
PHP  
ASP.NET  
AJAX  
MySQL  
Flash/Actionscript 3  
Actionscript 3  
Processing  
Arduino  
iOS - Objective C

**3D Content Creation**  
3DS Max  
Revit  
Sketchup  
AutoCAD

**2D Prototyping**  
Photoshop  
Illustrator  
InDesign  
Fireworks  
Omnigraffle  
Visio

**Video Editing**  
After Effects  
Premiere

**Game Engines**  
Unreal  
Unity  
Google Earth API

**Content Management Systems**  
Wordpress  
Drupal

**SUMMARY**

Highly collaborative, creative professional seeking full-time opportunities in User Experience Design and Prototyping.

**EDUCATION**

*Georgia Institute of Technology, Atlanta, GA*  
**Master of Science in Human-Computer Interaction** 2014

*Georgia Institute of Technology, Atlanta, GA*  
**Master of Architecture** 2007

*University of Florida, Gainesville, FL*  
**Bachelor of Science in Marketing** 2003

**EXPERIENCE**

*Autodesk, Inc., Waltham, MA*  
**UX Designer/Software Development** 2013-Present  
Design User Experiences and Interfaces for Mobile 3D Modeling Applications. Develop Augmented Reality iOS Prototype. Design Augmented Reality User Experience. Conduct Cognitive Walkthroughs and develop Task Analyses. Conduct User Evaluations.

*Synaesthetic Media Lab, GVU  
Georgia Institute of Technology, Atlanta GA*  
**Graduate Research Assistant** 2014-Present  
Design and develop tangible, interactive tabletop applications for systems biologists. Conduct user evaluations. Write research papers.

*Digital Building Laboratory, College of Architecture,  
Georgia Institute of Technology, Atlanta, GA*  
**Research Scientist II / Principal Investigator** 2007-2013  
**Online Communications Manager** 2011-2012  
**Graduate Research Assistant** 2005-2007

Researched, designed, and programmed prototypes of new digital tools for Architecture, Engineering, and Construction with a focus on Augmented Reality, mobile, and web. Ran usability testing (surveys, focus groups, benchmarking) on prototypes. Geo-spatially mapped and managed GT campus assets and records. Created 3D real-time environments, animations, and renderings for simulation and fundraising purposes. Developed responsive websites for different college units. Managed mid-size teams (up to 10) and budgets.

**Relevant projects:** Augmented Reality application for Facility Management (WebGL, MySQL, Sketchup, Revit), Interactive web-based Campus Map (Google APIs, Sketchup Ruby API, HTML5, MySQL, PHP, JQuery UI), 3D Real-time Georgia Tech Environments (Unreal, Unity).

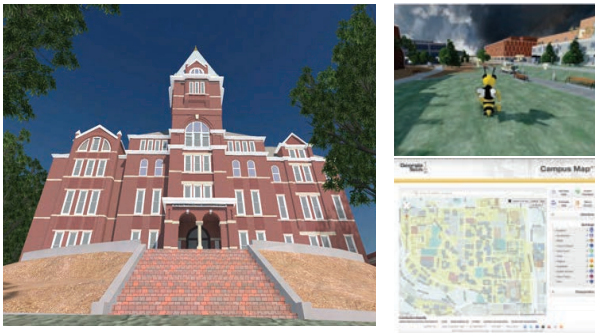
*Westwood College, Atlanta, GA*  
**Adjunct Faculty** 2011-2012  
Designed Course Layout. Assessed student progress. Provided instruction and mentorship to students.

**Courses Taught:** Fundamentals of 3D – Utilizing 3DS MAX

*Thompson, Ventulett, Stainback, & Associates, Atlanta, GA*  
**Architectural Intern** 2005-2006  
Provided CAD drafting for details and construction documents. Assisted in presentation materials. Collected market research and compiled data. Assisted in schematic design.

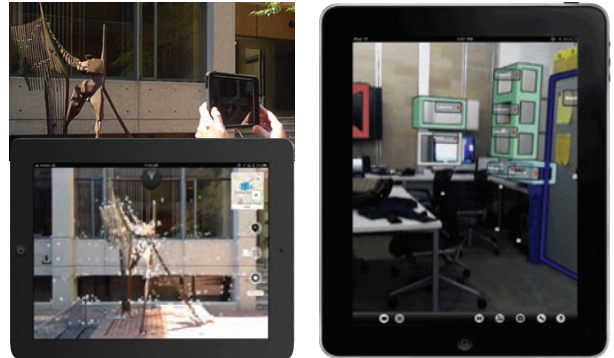
**2D Maps & 3D Environments : GT Campus** 2013  
3D Content Creation

Establish and optimize 2D & 3D content creation workflows.  
Manage teams of up to 8 students.  
Design and develop web tools & 3D content.  
Create backend database structure.  
Produce animations and renderings as needed.  
Manage client needs.



**Augmented Reality : INFOSpot & AR++** 2014  
3D Content Creation, iOS & Web Development, Usability Testing

Establish research methodologies.  
Conduct usability testing.  
Design and develop prototypes for Architecture & Facility Management.  
Write and edit conference/journal papers.



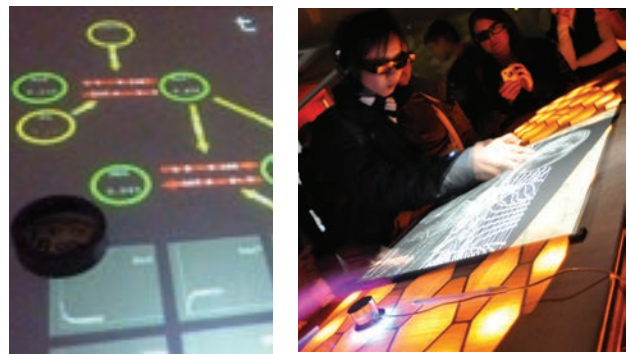
**Embodied Interaction : Centennial Gala** 2009  
Graphics Visualization Coding, Sensor-Based Feedback

Create Installation that takes ultrasonic sensor input and delivers audio and visual feedback.  
Visualization coding of sensory Information done in Processing.  
Design and install hardware configuration..



**Tangible Interfaces: Synlab & Art Projects** 2014  
User Evaluations, TUI Design & Development

Design & Develop Tangible User Interfaces (TUIs).  
Digital Fabrication & Prototyping.  
Run user evaluations.  
Write research papers.



**Tangible Objects : Interrupter** 2012  
User-Centered Design, Usability Testing

Establish user wants and needs,  
Design user-centered prototype of digital bicycle bell.  
Conduct formative evaluations through surveys, interviews, think-alouds,  
and field studies.



**Wearable Device : KNEE** 2014  
User-Centered Design, Ubiquitous Computing

Design and develop prototype of a wearable knee brace that provides haptic and auditory feedback to users who are recovering from knee injuries to aid rehabilitation.  
Arudino coding and gesture recognition analysis.

