

Experience

Interaction Designer

Bose, 2006 – 2007
Automotive Media Group
Lead UI design for a Ferrari
infotainment system, including
prototyping and documentation.

User Interface Designer & Developer

WebSort.net, 2001 – present
Designed and developed a Web-based card
sorting application used to create user-driven
information architecture.

Graduate Instructor

Institute of Design, Fall 2004 – present
Instructor of Prototyping Methods, Co-
instructor for Interactive Media

Flash Actionscript Developer

Contracts & projects, 2002 – present
<http://usableflash.com/portfolio>

User Interface Design Intern

GE Healthcare, Summer 2004
Created interactive prototypes of desktop
applications to gather user feedback and
communicate designs to developers.

User Research Intern

Palm Inc. & Gravity Tank, Summer 2003
Performed qualitative research including user
observations, interviews and disposable camera
studies to align objectives with user needs.

Usability Evaluator

Center for Instructional Design,
Brigham Young University, 2001–2002
Coordinated and conducted usability tests
of computer-based courses. Created and
presented alternative solutions.

Education

Institute of Design

Illinois Institute of Technology, Chicago, IL
Colby-Nathan Fellow
M.Des., Human-Centered Interaction Design,
December 2005

Brigham Young University

Provo, UT
B.S. in Psychology, April 2002

Presentations

IDSA Connecting

October 2007: “Leveraging
Contemporary Technologies for Rapid
User-Centered Design”

UPA Conference

June 2003: “Why Not Flash? What Usability
Professionals Need to Know About the
Benefits of Flash for Interactive
Applications”

About, With and For Conference

November 2003: “Remote Screen Capture
Experiments Using Flash”

UPA Conference

July 2002: “Web-Based Card
Sorting for Information
Architecture”

Knowledge

Flash (advanced Actionscript), PHP,
MySQL, Fireworks, (x)HTML, CSS,
Javascript, Photoshop