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EXPERIENCE

Enterprise User Experience Intern

The Home Depot | May 2017 - Present

- Use VR as a tool to explore innovative warehouse training and ultimately eliminate third party software
- Participate in design critiques for feedback throughout iterations
- Conduct usability tests and user interviews
- Work in an Agile Environment focusing on a Minimum Viable Product
- Created a tool that allows managers to accept requests across teams and departments within supply chain, those requests feed into a preexisting agile tool
- Chosen to extend internship to off-site Innovation center

Digital Communication Specialist

Center for Excellence in Teaching and Learning | Sep 2016 - May 2017

- Designed a pilot campus wide publication
- Created graphics to promote the center
- Developed an Infographic Syllabus as a template for the center to show to future faculty
- Managed center event calendar and conferences

SELECTED PROJECTS

Panoptic

2017 HackATL Participant | Nov 2017 - Present

UX Design

- Prototyped an application for businesses to track their internal research
- Focused on creating a viable business within 48 hours based on the Business Model Canvas

RipeNow

Georgia Institute of Technology | Aug 2017 - Dec 2017

UX Design | UX Researcher

- Utilized ubiquitous computing techniques to design a system for gaging produce ripeness
- Designed a physical and digital solution
- Worked in an iterative manner to reach a viable product

LEAF a place for Storis

2017 Disney Imaginations Participant | Aug 2016 - Nov 2016

UX Design | Visual Design

- Participated in the 2017 Disney Imaginations competition
- Designed an outdoor communal space on a college campus
- Created an interactive storytelling experience which facilitated community building

EDUCATION

Human Computer Interaction M.S.

*Georgia Institute of Technology
May 2019 (expected)*

New Media Arts B.A.

*Kennesaw State University
May 2017*

Summa Cum Laude

SKILLS & TOOLS

Design

- Sketch
- Axure
- Invision
- Principle
- Illustrator
- InDesign
- Photoshop
- Solidworks
- Physical Prototyping

User Research

- Usability Testing
- Affinity Diagramming
- Interviews
- Contextual Inquiry
- Observation
- Eye Tracking Studies
- Heuristic Evaluation
- Cognitive Walkthrough
- Task Analysis

Development

- HTML5 + CSS
- C#
- Unity
- Javascript