

Sam O'Brien UX Designer and Researcher



209-627-5413



samcob@uw.edu



linkedin.com/in/obriensam



www.samcobrien.com

Education

University of Washington, Seattle, WA

Sept 2015 - June 2019

BS, Human Centered Design and Engineering: Human Computer Interaction

- Major GPA of 3.89. Graduated June of 2019
Relevant coursework (through Spring 2019): *User-Centered Design, User Research, User Interface Design, Systems Design and Technology, Prototyping Techniques, Interaction Design, Visual Communication, and Front-end Development.*

Experience

GREENEATS - Front-end Developer, University of Washington, Seattle, WA

Jan - June 2019

- Created a recipe searching website that allows users to browse, sort, and modify recipes based on their ecological impact. Used Figma to create wire frames and prototypes, conducted user testing, and used HTML/CSS, React, and Javascript to create a gh-pages website.

CLIMATE VR - UX Designer and Developer, Independent Project, Seattle, WA

Mar - June 2019

- Used Unity 3D to create a VR experience that spreads awareness about the changing climate with a multi-disciplinary group of designers. Conducted user interviews, affinity diagrams, created storyboards, and wrote the script and story for the experience. Learned how to apply the UX process to VR.

IV PUMP DASHBOARD - Lead Designer, Seattle Children's Hospital, Seattle, WA

Nov 2018 - June 2019

- Made a dashboard to more effectively display active drugs on an IV pump to doctors and nurses. Conducted contextual inquiries, and used React, HTML/CSS, and Javascript to create a functional prototype. Project managed the design stage and organized ideation, wire framing, and hi-fi mockups.

HEIRLUM - UX Designer, University of Washington, Seattle, WA

Sept - Dec 2018

- Worked with an agile design team to create an augmented reality application that captures and shares location-based musical memories. Storyboarded, created AR interfaces and navigation displays, and produced/presented deliverables and experience demos for peer and instructor critique.

K-12 OUTREACH GROUP - Facilitator, University of Washington, Seattle, WA

Sept - Dec 2018

- Ideated, designed, and implemented design workshops for K-12 children to get them involved with the UCD process. Designed minute by minute protocol for the workshops and created a design prompt and presentation that guided middle school students through the UCD process.

SPOTLIGHT - UX Designer, University of Washington, Seattle, WA

Jan - Mar 2018

- Conducted user research to identify problems that dancers have when practicing and produced a set of user-centered design requirements to help guide the rest of the design process. Created user journey maps, personas, wireframes, and low-fidelity mockups. Used Figma to collaboratively create a high-fidelity prototype of an app that helps amateur dancers receive feedback on their dances.

VISIGUIDES - UX Designer, University of Washington, Seattle, WA

Nov - Dec 2017

- Individually used Adobe XD to create an interactive prototype of an app that explains how to add coral to a salt water aquarium. Gained experience with creating a hierarchy of visual information in a UI and practiced critically evaluating and designing the interface of a product.

Technical Skills

- Strong background in user centered design, including: user research, usability testing, storyboarding, personas, wire-framing, mockups, prototyping.
- Adept UX/UI skills with experience working in Adobe Illustrator, Adobe Photoshop, Figma, Adobe XD.
- Experienced with UX research including user interviews, observational studies, contextual inquiries, surveys, affinity diagramming, and qualitative and quantitative data analysis
- Experience in HTML/CSS, Javascript, React, Python, and Github.