

# Kevin McMillin

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## Objective

I am not actively seeking reemployment, but I'm always looking for interesting collaboration opportunities in interaction design.

## Education

### Carnegie Mellon University

*Master of Human-Computer Interaction*  
Human-Computer Interaction Institute  
August 2011–August 2012  
GPA 3.90 / 4.00

### Arizona State University

*Bachelor of Science (Computer Science)*  
Barrett, the Honors College  
August 2007–May 2011  
GPA 3.99 / 4.00 (*summa cum laude*)

## Experience

### NASA Ames Research Center

*UX Researcher and Designer*

Mountain View, CA

September 2012–present

Complete lifecycle user experience research and design for various customers across the space domain. Conduct user research, provide wireframes and prototypes, work with development team to ensure design plans are implemented, plan and conduct QA testing, and provide product training and support after deployment.

### CMU / NASA Ames Research Center

*Research Lead*

Pittsburgh, PA / Mountain View, CA

January 2012–August 2012

Directed the user research efforts for a mobile crew assistant developed for future NASA use. Created research plan, led contextual inquiries and interviews, performed field research, led analysis and synthesis of collected data. Also performed usability testing of iterative prototypes.

### Apollo Group, Inc.

*Intern – Forward Engineering*

Phoenix, AZ

May 2011–August 2011

Prototyped future software ideas on an R&D team with eight engineers. Web services using SOAP, Spring MVC, and Spring Roo. Applications involved innovation management and unified communication.

### ASU Motivational Environments Research Group

*Researcher / Developer*

Tempe, AZ

January 2010–May 2011

Researched ambient and wearable sensors used in creating responsive spaces as well as robots and relational agents to promote teamwork, creativity, and motivation. This work was the basis for my senior honors thesis, "Game As Life — Life As Game: A Physical Design Toolkit Allowing Educators to Create Interactive Learning Games."

## Skills

### Design & Research

- Contextual design
- Usability testing
- Expert reviews
  - ↳ Heuristic evaluation
  - ↳ Cognitive walkthrough
- Visioning
- Personas / scenarios
- Competitive analysis

### Tools

- Python
- Objective-C / iOS
- OmniGraffle
- Adobe CS5 (PS, IL, ID)
- Java
- HTML / CSS
- PHP
- SQL
- Javascript / jQuery
- L<sup>A</sup>T<sub>E</sub>X

## Honors

Dean's List	2007–11
National Merit Scholar	2007
Iowa Governor's Scholar	2007

## Leadership

Engr. School Ambassador	2009–11
E <sup>2</sup> Camp Peer Mentor	2009–10
Undergraduate TA	Fall 2009
	↳ Introduction to C++
Grader	Fall 2010
	↳ Intro to Theoretical CS

## &c.

I also like baseball, NPR, Dr Pepper, and Unicode.