

Alex Jansen

DENVER, CO

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Objective

I am a user experience designer, looking to explore design through my strong ability prototyping and developing novel technologies.

Work Experience

Freelance UX Design and Development

Feb. 2014 - Current

Self-Employed (The nearest café)

Work on both web and mobile projects that span from design to development.

User Centered Design Process, User Research Methods, Sketching, Wireframes, Prototyping, Android Development, Web Development

UX Research Intern; Mobile Sensing Lab

June 2013 – Sept. 2013

Samsung Research America (San Jose, CA)

Advisor: Evan Welbourne

Designed a platform for creating, distributing, installing, and running sensing tasks on mobile devices. Built Android application for mobile sensing platform.

User Centered Design Process, Research Methods, Sketching, Wireframes, Prototyping, Android Development

Research Assistant; Mobile Accessible Design Lab

June 2009 – June 2013

Information School, University of Washington (Seattle, WA)

Advisor: Jacob O. Wobbrock

Designed, built, and evaluated input techniques on desktop, mobile, and large touch surfaces for people with physical and situational motor-impairments.

User Centered Design Process, Accessible Design, User Research Methods, Usability Studies, Study Design, Sketching, Wireframes, Prototyping, C#, Python, Java, OpenCV, Weka, HTML, CSS, Javascript, PHP, Statistical Inference

Creative Manager, Senior Designer; Creative Department

Oct. 2006 – June 2009

The Daily of The University of Washington (Seattle, WA)

Refined workflow and integrated a content management system; hired, trained, and managed staff of five designers; physical, print and web design projects.

Project Management, CMS, Graphic Design, Newspaper Layout, Photoshop, Illustrator, InDesign

Education

M.S. Information Science, concentration in HCI
University of Washington (Seattle, WA);

Sept. 2010 – Dec. 2013
Advisor: Jacob O. Wobbrock

B.S. Informatics, concentration in HCI
University of Washington (Seattle, WA)

Sept. 2006 – June 2010

Skills

Fluent with User Centered Design Process (User Research, Sketching, Wireframing, Rapid Prototyping, Usability Studies), Photoshop, Illustrator, C# (.NET), Java (Android, Swing)

Proficient with Python, HTML5, CSS, JavaScript, XML, Wordpress, SPSS, SAS JMP, OpenCV, Weka

Familiar with R, Processing, PHP, InDesign

Teaching Experience

Teaching Assistant; INFO 360 Design Methods for Interactions and Systems Autumn 2013
Information School, University of Washington (Seattle, WA)

Gave feedback on class activities and group projects. Graded assignments, fostered discussion boards, led weekly labs, and occasional lectures in a class structured around the User Centered Design Methodology.

Pre-Doctoral Instructor; IMT 540 Design Methods Autumn 2012
Information School, University of Washington (Seattle, WA)

Prepared and led a masters-level course on User Centered Design Methodology and it's role in HCI. Held regular office hours, managed a teaching assistant, helped develop, assign, and grade assignments and projects.

Publications

Refereed Conference Papers (Full)

[C.2] The effects of task dimensionality, endpoint deviation, throughput calculation, and experiment design on pointing measures and models. (CHI '11)

[C.1] Enhanced area cursors: reducing fine-pointing demands for people with motor impairments. (UIST '10)

Refereed Conference Papers (Notes)

[N.2] ContextType: using hand posture information to improve mobile touch screen text entry. (CHI '13)

[N.1] Modeling and predicting pointing errors in two dimensions. (CHI '11)

Refereed Conference Papers with Posters

[P.2] MoodMusic: a method for cooperative, generative music playlist creation. (UIST '11)

[P.1] From the lab to the world: lessons from extending a pointing technique for real-world use. (CHI '11)

Public Presentations

1. "Modeling and Predicting Pointing Errors in Two Dimensions" (CHI '11)
2. "The Effects of Task Dimensionality, Endpoint Deviation, Throughput Calculation, and Experiment Design on Pointing Measures and Models. (CHI '11)
3. "Click and Cross Cursor: An interaction technique designed to assist people with motor-impairments." (2010) Invited Speaker, Capstone. Information School, University of Washington.
4. "Crossing Cursor" (2010) Invited Speaker, Founding Board. Information School, University of Washington.

Accomplishments

Graduate Fellowship Honorable Mention February 2011
National Science Foundation

UW Center for Commercialization Award June 2010
Informatics Capstone, University of Washington (Seattle, WA)

Social Impact Award June 2010
Informatics Capstone, University of Washington (Seattle, WA)

Research Experience for Undergraduates (REU) Scholar June 2009
National Science Foundation