

michele erin clarke

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PROJECT EXPERIENCE

User Interface Designer - Intuit Inc.

September 2006 - Present, Mountain View, CA

- Designing and executing key design projects with a cross-functional team
- Solving customer problems through designs based on extensive user research data
- Creating innovative user experiences for existing and new product offerings

Design Lead, Google (HCI Capstone Project Sponsor)

January 2006–August 2006, Pittsburgh, PA

- Conducted user centered research in the field of social networking
- Lead design iterations and tests of prototypes for usability

Research Lead, Microsoft (Design Expo 2006)

January 2006–August 2006, Pittsburgh, PA

- Innovated a next generation product for a ubiquitous high bandwidth world
- Lead exploratory and generative research stages driving product creation
- Designed and tested prototypes for usability on mobile and desktop platforms

Graphic Designer, Freelance

Summer 2005, Winona, MN

- Designed an educational book for the historical Winona, MN photo collection
- Restored and edited 19th century photographs included in the publication

Research Intern, Graphics and Visualization Laboratory

Summer 2004, University of California at Santa Cruz

- Developed interactive map navigation software for the blind and visually impaired
- Programmed a force feedback gaming mouse for tactile recognition of map properties

EDUCATION

Master of Human-Computer Interaction

Carnegie Mellon University, Pittsburgh, PA

August 2006 | GPA: 3.87

Bachelor of Arts in Mathematical Computer Science & Spanish, Minor in Art

Saint Mary's University of Minnesota, Winona, MN

Magna Cum Laude, May 2005 | GPA: 3.842

Study Abroad Semester in Spain, Spanish Intensive Courses

Center for Cross Cultural Studies, Seville, Spain

Spring 2004 | GPA: 4.0

OTHER EXPERIENCE

Volunteer, Dorothy Day House

2004, Rochester, MN

- Helped homeless individuals in need of community support
- Designed structure of database software for volunteer and visitor record management

CAREER INTERESTS

Interaction Design
User Experience Research

SKILLS

Usability

Contextual Inquiry/Design
Directed Storytelling
Heuristic Evaluation
Cognitive Walkthrough
Think Aloud
Wizard of Oz Studies

Design

Affinity Diagramming
Personas and Scenarios
Storyboarding
Wireframes
Prototyping
MakeTools

Applications

Dreamweaver, Flash
Freehand, Illustrator
Photoshop, InDesign
Premier, GoLive
3D Studio Max

Development

Java, HTML, CSS
Javascript, XML
SQL, JDBC, JSP