

joe medwid
ux • illustration • design

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*I'm a designer with a love of working across creative mediums both digital and physical,
and am always seeking opportunities to make extraordinary ideas reality.*

Education

CARNEGIE MELLON UNIVERSITY

Human-Computer Interaction Institute
Master of Human-Computer Interaction
2011-2012

UNIVERSITY OF VIRGINIA

School of Architecture
Bachelor of Science in Architecture
2005-2009

Experience

NASA AMES RESEARCH CENTER // User Experience Designer

September 2012 - Present • Mountain View, CA

Design lead and project manager for interdisciplinary team of designers, developers, and testers. Led all phases of research and design, including user research, design synthesis, visual design, and maintenance of web-based software used by scientists and engineers supporting NASA missions.

HIRE AN ESQUIRE // User Experience Design Consultant

January - May 2017 • Pittsburgh, PA (Remote)

Led design effort to expand the platform's onboarding experience to include paralegals, and assist potential clients in distinguishing between users' various professional credentials.

SOUTH BY SOUTHWEST INTERACTIVE // Featured Presenter

March 2014 • Austin, TX

Invited to deliver a presentation about designing user experiences for NASA's small user communities at creative technology conference.

LAMI GRUBB ARCHITECTS // Architectural Consultant

March 2011 - January 2012 • Pittsburgh, PA

Produced technical drawings, presentation images, and 3D models for project teams in need of Revit software expertise. Contributed to several commercial building projects, conducted historical site surveys, and illustrated images for new company website.

Software

Photoshop, InDesign, Sketch, Graffle
Invision, Balsamiq, Adobe XD
HTML, CSS, React
Conversant in Java, Flex, C#, C++
Open Frameworks, Processing
Sketchup, Revit, Rhino

Skills

Project Management, Client Communication, Public Speaking, Presentations

Contextual Inquiry, Interviewing, Storyboarding, Wireframing, Diagramming
Web Analytics, Heuristic Evaluation, Qualitative Research, Usability Testing
Design Specification, Quality Assurance Testing, User Training

Rapid Prototyping (Physical + Digital), Model Making, Digital Fabrication
Freehand Sketching, Digital Painting, Cartooning

References Available upon request