

# joe medwid

ux • illustration • design

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*I'm a designer with a love of working across creative mediums, from architecture to comics, digital to physical, and everything in between. I am seeking a position where I can bring extraordinary ideas to life.*

## 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

**VICENZA, ITALY STUDY ABROAD**  
Exploration via freehand sketching  
Summer 2008

**LEED GREEN ASSOCIATE**  
Certification in LEED Green  
Building Rating System  
April 2010

## Experience

**NASA AMES RESEARCH CENTER // User Experience Designer**  
**September 2012 – Present • Mountain View, CA**

As design lead and project manager, led interdisciplinary teams through all phases of research and design, including user research, design synthesis, visual design, testing, and maintenance of web-based software for safety engineers supporting the International Space Station.

**CARNEGIE MELLON + NASA AMES // User Experience Lead**  
**January – August 2012 • Mountain View, CA**

Spearheaded UX design for a project team working with NASA to develop an advanced mobile crew assistant for astronauts conducting tasks in space. Masters capstone project for CMU HCII.

**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 a variety of projects, including conducting historical site surveys and illustrating images for new company website.

**PERKINS EASTMAN ARCHITECTS // Junior Architect**  
**May 2010 – September 2010 • Pittsburgh, PA**

Mastered new drafting software quickly and independently. Prepared materials for and presented at major client meetings. Made key contributions to local and international projects in all stages of construction.

**SOUTH BY SOUTHWEST INTERACTIVE // Featured Presenter**  
**March 2014 • Austin, TX**

Invited to deliver a presentation on specific techniques required for user experience design among NASA's small user communities.

## Software

Photoshop, Illustrator, InDesign, Graffle  
Dreamweaver, Firebug, Selenium, HTML  
Open Frameworks, XCode, Processing  
Conversant in Java, Flex, C#, C++  
Microsoft Excel

## 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

Rapid Prototyping (Physical + Digital), CNC Routing, Laser Cutting  
Freehand Sketching, Digital Painting, Cartooning

**References available upon request**