Joselyn

McDonald

User Experience Designer and Researcher

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| Summary **ㅡ** Skills **ㅡ** Education **ㅡ** Experience | Qualitative researcher with a background in design and media, who is passionate about understanding people and their relationships to technology.  horizontal line   * Qualitative Research Methods. *Expertise in Interviews, Intercepts, Diary Studies, Participatory Design, and Content Analysis Methods.* * High Fidelity and Rapid Prototype Development * Filmmaking & Film Editing. *Aids in creation of high-impact UX research deliverables.* * Adobe Creative Suite * Web-Design and Development   horizontal line Carnegie Mellon University / MS Human Computer Interaction - School of Computer ScienceAUGUST 2015 - MAY 2018, PITTSBURGH, PA User Experience Design-Research: Playful and Humorous Interaction Design Strategies  *Randy Pausch Fellowship Recipient* Parsons The New School for Design / MFA Design and TechnologyAUGUST 2013 - MAY 2015, NEW YORK, NY User Experience Design-Research: Playful Interaction Design Strategies, Teens & Youth  *Graduated with High Honors*  *Wolfson Presidential Scholar - Full Merit Scholarship* University of North Carolina - Wilmington / BA Film StudiesAUGUST 2007 - MAY 2010, WILMINGTON, NC*with High Honors, Award-Winning Thesis Film* ***horizontal line***Facebook Inc. / User Experience Research InternJUNE 2018 – PRESENT, MENLO PARK, CALeading the management, execution, and analysis of three high-impact studiesRapidly produced deliverables that defined new terminology and understandings related to user experience with Facebook Events and Stories productsCarnegie Mellon University, E-Heart Lab / User Experience Design ResearcherJUNE 2015 - MAY 2018, MENLO PARK, CA  * Led the conceptualization, execution, and analysis of rolling research using interview, participatory design, and design workshop methods * Established design strategies to support humorous, playful, and delightful interactions with digital and physical technologies * Published findings on Medium.com that have impacted product decisions at Facebook, Inc. * Hired, trained, and managed graduate students in the execution of user experience methods to support coordinated research program  **Blink Blink /** Co-founder, Chief Technology OfficerAUGUST 2013 - OCTOBER 2015, NEW YORK, NY  * Spearheaded creation of startup resulting in funding and comprehensive media coverage, including Forbes.com  Conceptualized and designed technology-based products and website to support teens in the exploration of science concepts through playLed the management, execution, and analysis of rolling research on user experience **Dartmouth College, Digital Arts Leadership & Innovation Lab/** Software Product Manager JANUARY  2013 - AUGUST 2013,  HANOVER, NH  * Conceptualized and led initiative to develop mentorship website * Oversaw team of engineers and designers * Executed website creation in rapid timeframe |