

Daniel A. Zinzow

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CAREER OBJECTIVE: Use and develop my skills in interaction design/human factors in the interaction design field

SKILLS SUMMARY

- Master's Degree in Human Computer Interaction
- Experience in interacting with users to learn behaviors, decipher needs, and test intuitive interfaces
- Experience in creating and testing interface prototypes
- Effective communication skills developed through presenting research findings, interfaces, and interface documentation to coworkers and clients
- Successful communication and collaboration with designers, programmers, engineers, client service representatives, and clients
- Experience in leading a team to perform human factors analysis and verification activities
- Proficient in using Adobe Illustrator, Adobe Photoshop, Adobe InDesign, Adobe Flash, and Microsoft Visio

WORK EXPERIENCE

Human Factors Engineer:

Collaborate in creating and improving design features; review design features and applications against human factors principles and guidelines; develop and perform user tests of high risk design features; track and resolve human factors design issues; research potential new technologies to incorporate into human system interface designs; lead a team in conducting human factors task analyses; and lead a team and participate in conducting human factors verification and validation activities of design products.

Westinghouse Electric Company, Cranberry, PA, 2009 – Present

User Experience Architect:

Discerned user needs through focus groups of key stakeholders; assessed the competitive landscapes; created website structures and interfaces based on needs and research; collaborated with designers, programmers, and clients to create a website; tested new websites with users and made necessary modifications based on results; and assisted fellow user architects when needed.

BarkleyREI, Pittsburgh, PA, 2006 – 2009

Interaction Designer:

Applied research to redesign DeltaV process control interface, tested users on new interface, and utilized results to modify DeltaV. As User Research Leader coordinated observation of users at processing plants to figure out behaviors and needs and coordinated user testing of interface prototypes.

Emerson Process Management, Pittsburgh PA, 2006

Assistant Researcher:

Researched literature and conducted user tests on software programs to aid in the creation of an interface that is adaptable to a range of users including novices, experts, and motion impaired.

Human Computer Interaction Institute, Pittsburgh, PA, 2006

Interaction Designer:

Completed extensive research on sleep diagnostics, observed user behaviors and needs, and collaborated with engineers to redesign a sleep diagnostic interface.

Philips Respironics, Pittsburgh, PA, 2005

EDUCATION

Carnegie Mellon University, Pittsburgh, PA

MS in Human-Computer Interaction, Graduated December 2006; GPA: 3.85/4.0

BS in Electrical and Computer Engineering, Human-Computer Interaction, and Social and Cognitive Psychology, Graduated May 2006; GPA: 3.69/4.0

Skills Set

- Background Research
- Competitive Analysis
- Heuristic Evaluation
- Contextual Inquiry
- Card Sorting
- Cognitive Walkthrough
- Think Aloud
- Surveys
- Questionnaires
- Focus Groups
- Laboratory Studies
- Statistical Analysis
- User Testing

Design Methods

- Personas
- Scenarios
- Wireframes
- Taskflow
- Task Analysis
- Contextual Design
- Prototypes – Paper, Flash, VB.Net
- Visual Framework
- Iterative Design

Application Software

- Microsoft Visio
- Adobe Illustrator
- Adobe Photoshop
- Adobe InDesign
- Adobe Flash

Honors

- Dean's List
- University Honors
- National Honors Society in Psychology
- National Honors Society in Electrical and Computer Engineering
- National Society of Collegiate Scholars
- Eagle Scout