# Zachary Aman

User Experience Developer

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*I have a hybrid skill set in full-stack web development, interaction design, and user research.*
I enjoy working at the intersection of all three disciplines, building interactions that support how people make sense of and interact with their world.

## Education

### Carnegie Mellon University

Master of Human-Computer Interaction
*August 2015*

### University of Virginia

BA in Computer Science and Religious Studies
Minor in Studio Art
*May 2013*

## Work Experience

### Mobile Posse - Developer

*May 2013 - June 2014*

- Implemented responsive, cross-browser mobile web experiences.
- Designed and developed an internal scheduling tool to manage content delivery and analytics.
- Helped monetize two million users by building routing and scheduling infrastructure.

## Projects

### MHCI Capstone - Draper Laboratories

- Worked with Draper Laboratories to build a situational awareness system for first responders using the Oculus Rift.
- As Project Lead, I managed the strategic direction of the project with additional focus on information architecture and prototyping.
- Performed contextual inquiries with first responders and validated use cases.
- Prototyped low-fidelity and high-fidelity (Unity3D) audio, haptic, and heads-up display interactions.

### Metonymy

- Built a Chrome extension for Wikipedia that provides graph-based recommendations tailored to the user.
- Designed and developed a user interface for managing saved pages and recommendations.
- Developed an algorithm for generating recommendations using Neo4j.

### Data Squid

- Interviewed community organizations in Pittsburgh to understand how they use data to support their arguments.
- Designed and prototyped interactions to allow users to interactively present their data and arguments.
- Ported the existing Data Squid iOS application to JavaScript.

### Lynnette

- Designed, tested, and prototyped the problem selection process in the Lynnette math tutor to encourage a mastery orientation and perseverence in students.
- Ran speed dating with twelve students and eighteen storyboards.
- Implemented a functional prototype in Angular.js, and user tested the prototype with ten students.
- Co-authored *Motivational Design in an Intelligent Tutoring System that Helps Students Make Good Task Selection Decisions,* accepted to the Artificial Intelligence in Educational Design 2015 conference.

### Loopback

- Interviewed the CMU EMS department to identify problem areas and opportunities for workflow optimization.
- Designed a mobile application to facilitate feedback and targeted training for EMTs.