

**JASON AARON CIVJAN**  
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## **EDUCATION:**

**05/2000**  
*BS in Industrial Design*  
Georgia Institute of Technology

**05/2002**  
*Masters in HCI (Human-Computer Interaction)*  
Georgia Institute of Technology

## **TEACHING EXPERIENCE:**

**2009**  
*University of Washington*  
**Guest Lecturer**  
Lectured on User Centered Design (UCD) for Jacob Morris' INFO 343: Web Technologies class.

**2006 - 2009**  
*University of Washington*  
**Instructor for Before You Build: Planning a Web Site workshop**  
Co-designed and taught a workshop for UW faculty and staff that served as an introduction to the UCD process and it's practical application to website design.

**05/2001 - 08/2001**  
*Georgia Institute of Technology*  
**Instructor for Summer Study Abroad Academic Course**  
Organized, designed and taught an undergraduate level course (LCC 2823) in creative problem solving in applied research for Georgia Tech's study abroad program at Worcester College of Oxford University.

## **DESIGN EXPERIENCE:**

**07/2006 - Present**  
*Academic and Collaborative Applications (ACA), UW-IT, University of Washington :: Seattle, Wa*  
**User Experience (UX) Designer, Scrum Master**

- Senior member of design team, leading projects through full UCD process
- Work on development of online suite of tools and physical spaces that support campus-wide teaching, learning, research and collaboration
- Conduct research to inform ACA and the design team's decision-making process
- Design consulting for other groups across the UW
- Persistent analysis of various internal processes, making recommendations, implementing changes and assessing effectiveness of these changes
- Manage sprint teams through Agile development process in role of Scrum Master
- Specialized research in Accessibility and processes for incorporating user feedback and ongoing needs assessment into development process

**11/2002 - 06/2006**  
*GlobalDoc, Inc. :: Atlanta, GA*  
**Production Coordinator**

- Managed production resources and internal systems to keep company competitive in changing market of publication and new media translation
- Consulted with clients on design issues concerning their projects, which included on-line courses, websites (html, xml, javascript), video and Flash
- Advised on cultural aspects of design as clients considered translations from one language to others

**7/2003 - 3/2006**  
*Bent Frequency :: Atlanta, GA*  
**Artistic Director / Founding Member / President of the Board (2003-2006)**

- Co-founded this non-profit ensemble with local musicians in order to bring challenging, modern music to the Atlanta public, who we engaged through the creation of immersive experiences
- Worked to raise public awareness of and promote collaboration between Atlanta's art, music, and technology communities

- Innovative approach to fundraising, marketing and community building that sustained us through three successful seasons
- Recognized locally and nationally as "one of the brightest ensembles on the [Atlanta] scene" (Gramophone, April 2004)

**7/2002 - 11/2002**

*S Squared Productions :: Decatur, GA*

**Freelance Designer**

- Research and design for a variety of industrial, web, exhibit and graphic design projects

**9/2000 - 7/2002**

*Center for Rehabilitation Technologies :: Atlanta, GA*

**New Media/Graphic Design Specialist**

- Media and graphic design
- Website development
- Web design to accessibility standards

**6/2000 - 9/2000**

*iXL :: Atlanta, GA*

**MIS/Development Intern**

- User interface design, interface architecture and graphic design for corporate internet
- Gathered business requirements to guide content development and design decisions

**1999**

*Dimensional Design :: Atlanta, GA*

**Design Intern**

- Exhibit design and production
- Content development and design of promotional materials

**PROJECT EXPERIENCE HIGHLIGHTS:**

**PROFESSIONAL PROJECTS:**

**2010**

- *New Vision for Catalyst Tools Integration and Implementation (current project)*
- *Extensions to CommonView functionality, including Google Sites HUB (e-portfolio submission), RSS feed integration, Inline content editing, and Public Views*
- *Group Manager improvements, focusing on usability and accessibility*
- *Research for Designing Campus Learning Spaces report (Physical Spaces)*
- *Ongoing Needs Assessment (ONA) team*
- *New Feature alerts to generate rapid feedback for newly released functionality*
- *Account Screen accessibility improvements*

**2009**

- *Catalyst Tools Account Page Redesign*
- *CommonView Phase 2 design*
- *Research initiative to generate data for CCE team report to the UW Technology Working Group.*

**2008**

- *OUGL 102 Redesign (Physical space)*
- *T-239 requirements gathering/space redesign consultation (Physical Space)*
- *CommonView design*
- *CollectIt enhancements*

**2007**

- *Research initiative for CommonView needs assessment*
- *CollectIt Research and Design effort*
- *Creation of Catalyst User Experience (CUE) team*
- *ShareSpaces updates*

**GRADUATE PROJECTS:**

**Fall/Spring 2002:**

*Data Representations and Visualizations for the Global Classroom Project*

Designed tools for dynamic markup of on-line student collaboration, extracting data to assess the effectiveness of student/student and teacher/student interactions in reaching class objectives.

**Spring 2001:**

*Evaluation and recommendations for redesign of Mapquest:*

Performed an extensive analysis of the popular internet-based system, using the interdisciplinary team's findings to make design recommendations for a more useful product.

**Spring 2001:**

*Exploration in Future Directions For Eastman-Kodak:*

Worked closely with the head of R & D for Eastman-Kodak to develop ideas for the company's future explorations into the realm of digital technology. My design team focused on supporting the social nature of amateur photography in our digital coffee table design.

**Fall 2000:**

*Casablanca 'Special Edition' DVD Project- in conjunction with AFI:*

Worked under Dr. Robert Kolker to design prototype interfaces for a fully annotated Casablanca and used these prototypes to secure future funding.

**PUBLICATIONS:**

**2010 :: Paper**

Civjan, J., Fournier, J., Lewis, T., Roberts, K. [2010]. "Client research that counts: involve your staff, engage your clients, and improve your services". Proceedings of the 38th annual fall conference on SIGUCCS, ACM, New York, NY, 15-20.

**11/04/2009 :: Committee report**

CCE Team's Final Report to UW-IT Working Group

**2005 :: Chapter**

Avery, C., Civjan, J., and Johri, A.. "Assessing Student Interaction in the Global Classroom Project: Visualizing Communication and Collaboration Patterns Using Online Transcripts." In Cargile Cook, K., & Grant-Davie, K. (2005). *Online Education: Global Questions, Local Answers*. Farmingdale, NY: Baywood.

**2002 :: Paper**

Civjan, J., Johri, A. and Avery, C. [2002]. "VisOC: a Tool for Visualizing Online Communication in Educational Settings". Keeping Learning Complex: Proceedings of the Fifth International Conference of the Learning Sciences (ICLS), Mahway, NJ.

**PRESENTATIONS:**

Civjan, Jason (2010). Client research that counts: involve your staff, engage your clients, and improve your services. Paper presented at the 38th annual fall conference on SIGUCCS.

**COMMITTEES:**

*2009: Served on UW-IT's Climate, Culture and Engagement (CCE) Team*

Resulted in Final Report to Working Group, making recommendations based on research data.

*2008-2009: Represented Learning & Scholarly Technologies on UW-IT Employee Council*

**AWARDS AND ACKNOWLEDGEMENTS:**

**12/09/2010 :: UW-IT INNOVATION SHOWCASE**

*Google Sites HUB in CommonView*

Recognized for work to leverage cloud computing resources to extend Catalyst Tools' functionality to address a specific user workflow.

**08/23/2010 :: EMPLOYEE SPOTLIGHT**

*UW-IT peer-to-peer recognition program*

<https://wiki.cac.washington.edu/display/emptools/Spotlight>

## **EXHIBITIONS:**

### **05/05/2004 :: Exhibition**

*Concussion :: The Atlanta Contemporary Art Center*

Curated an exhibition featuring my original composition, Concussion, a large-scale, conducted improvisation that incorporated musical performers, video artists, and audience participation in the demolition of an automobile.