

EDUCATION:

5/2000 *BS in Industrial Design*
Georgia Institute of Technology

5/2002 *Masters in HCI (Human-Computer Interaction)*
Georgia Institute of Technology :: **3.86/4.0 GPA**

SKILLS:

Computer ::

Programs :: Illustrator, Photoshop, Flash, Dreamweaver, Director, Premiere, InDesign, Quark, 3-D Studio MAX, Mechanical Desktop, Form-Z, Freehand, Trados and MS Office

Languages :: HTML, DHTML, XML, Javascript and Actionsript

Design / Management / Leadership ::

- Fundamental, full-cycle design process, highly adaptable to various contexts
- Dynamically creative conceptualization, realization and problem solving
- Experience leading a non-profit artistic board for 3 successful seasons
- Innovative, practical approach to fundraising, marketing and community building
- Proven leadership in team, management and teaching capacities
- Demonstrated proficiency in graphic, layout, interface, product, exhibit, learning/education, environment and experience design
- Excellent communication skills: written, verbal, and visual
- Dedicated enthusiasm for the creative process, collaboration and identity/experience design

EXPERIENCE:

07/2006 - Present

Catalyst, University of Washington :: Seattle, Wa

User Support Coordinator, Interaction Designer

Serve as Interaction Designer and User Experience (UX) advocate in the development of Catalyst's original Web Tools, which are used for teaching, learning, research and collaboration. In the role of Interaction Designer, I apply expertise in software design, user research, educational technology, and User Centered Design (UCD) to generate innovative solutions that directly benefit the UW community. As the Catalyst team's UX advocate, I keep my fingers on the pulse of the Catalyst Web Tools user base, making sure that user needs and desires are represented in all discussions and decisions of the organization. I stay abreast of user trends managing undergraduate and graduate staff who provide client support (via phone, email, and in-person consultation) and client side testing. Additionally, I helped found the Catalyst User Experience (CUE) team, dedicated to effective integration of user feedback into our design and development process.

11/2002 - 06/2006

GlobalDoc, Inc. :: Atlanta, GA

Production Coordinator

Managed production resources and internal systems, implementing strategies and technology to keep the company competitive in the ever-changing market of publication and new media translation. In the last two years, I took active roles in determining marketing strategies for GlobalDoc, in re-orienting our service offerings, from DTP-focused to full multi-media capabilities, and in consulting with clients throughout the project cycle on translation technology and design issues. I also worked in a production capacity to ensure design integrity for all projects, specifically managing all large-scale, computer-based projects, such as on-line courses, websites (html, xml, javascript), video and Flash.

7/2003 - 3/2006

Bent Frequency :: Atlanta, GA

Artistic Director / Founding Member / President of the Board (2003-2006)

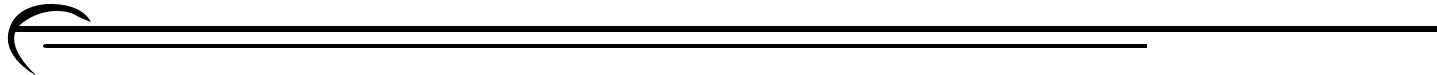
Co-founded this non-profit ensemble with local musicians in order to bring challenging, modern music to the Atlanta public and to raise public awareness of and promote collaboration between Atlanta's segmented art/music/technology communities. In this pursuit, I was able to leverage my interests, creative and technical abilities, and determined leadership with the strengths of the other board members to build Bent Frequency from a coffeehouse thought to being recognized locally and nationally as "one of the brightest ensembles the [Atlanta] scene" (Gramophone, April 2004).

7/2002 - 11/2002

S Squared Productions :: Decatur, GA

Freelance Designer

Researched and designed for a wide range of projects related to industrial, web, exhibit and graphic design.



5/2001 - 8/2001

Georgia Institute of Technology :: Atlanta, GA

Instructor for Summer Study Abroad Academic Course

Organized, designed and taught an undergraduate level course in creative problem solving for Georgia Tech's study abroad program at Worcester College of Oxford University, England.

9/2000 - 7/2002

Center for Rehabilitation Technologies :: Atlanta, GA

New Media/Graphic Design Specialist

Fielded graphic and new media design requests for all the departments within the Center. These ranged from logos and Powerpoint presentations to video titles and the CRT website, which held information for people with disabilities and required extensive user research to make the site usable for its intended audience.

6/2000 - 9/2000

iXL :: Atlanta, GA

MIS/Development Intern

Worked on user interface and graphic design projects. Eventually put in charge of creating a majority of the graphics, content and internal advertising for the corporate intranet.

1/1994 - 1/1998

The Technique, Georgia Tech's Student Newspaper :: Atlanta, GA

Senior Writer/Columnist

Wrote articles and reviews for the Arts and Entertainment section of the paper, eventually penning my own column on the local art/music scene. As Senior Writer, I served as a mentor to the rest of the writing staff.

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. Our research was published as both a chapter of the book *Online Education: Global Questions, Local Answers* and a paper accepted to the 2002 ICLS conference.

Spring 2001:

Evaluation and 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, Awards and Exhibitions:

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.

June 5, 2004 :: Exhibition

Concussion :: The Atlanta Contemporary Art Center

Concussion is my original composition, written for large-scale, conducted improvisation that incorporated musical performers, video artists, and audience participation in the demolition of an automobile. This work served as the basis for an exhibit held at the Atlanta Contemporary Art Center, which I also curated.

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.



March 2002 :: Award

MCAI MediaFest: Gold Award in Student Category

Awarded the prize for best documentary short. I co-directed, edited, wrote and produced the piece.

October 2001 :: Official Selection

My poster design for Fritz Lang's *Metropolis* was selected in a school-wide contest to be the official poster for the CAN film group's annual 16mm film screening.