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education

B.S. Human-Computer Interaction, Computer Science
Carnegie Mellon University (expected May 2011)

- Minor in Communication Design
- Overall QPA: 3.6 / 4.0, HCI QPA: 4.0 / 4.0
- Awards: Cambridge International Fellowship, SCS Dean's List
- Created and teaching **"Techniques for Web Interfaces,"** a course involving web interface design principles and advanced CSS techniques. See <http://www.tonypoor.com/98130> for more info.

work experience

User Interface Intern at Knewton, Inc.
May 2009 – Aug. 2009 in New York, NY

- Served a dual role as interaction designer and front-end engineer for the internal course products of an e-learning startup.
- Took over role of interim 'head' UI engineer after my second week.
- Helped interview interaction designers and front-end engineers (both full-time and intern candidates) and extensively trained new front-end engineers.
- Helped redesign parts of the product (most notably the LSAT trial) to serve the goals of our students and better reflect our product.
- Created visual style guides to be used by contracted freelancers.
- Laid the foundations of a lightweight Javascript UI library, and wrote a thorough set of documentation for my implementations.

Research Assistant at CMU Usable Privacy & Security Lab
Jan. 2008 – May 2009 in Pittsburgh, PA

- Worked on several projects that were presented at CHI '08 and '09.
- Helped build usable privacy tools for a location-sharing product. Assisted in the design and evaluation of three user studies and played a critical role in designing interface prototypes.
- Assisted in the design of a new user-centric security permissions interface. Conducted user studies, critiqued the interface, and helped solve several design issues.

Web Design & Development Intern at Speedy Media Group
Nov. 2006 – Dec. 2006 in Birmingham, AL

- Worked alongside a web media firm to revamp existing web sites.
- Primarily performed front-end duties, sometimes converting hundreds of lines of archaic Javascript to fully-functional CSS equivalents, improving load time, accessibility, and usability by huge factors.

methodologies

Thinkalouds
Contextual Inquiry
Heuristic Evaluation
Prototyping
Wireframing
Persona Design
Card Sorts
Affinity Diagramming
Cognitive Modeling

technologies

Javascript & Ajax
CSS & (X)HTML
C
Ruby on Rails
PHP
MySQL & Oracle
Java
Actionscript 3
C#
Standard ML

software

Photoshop
Flash
Visio
Illustrator
Dreamweaver
Eclipse
Camtasia

coursework

HCI Methods
UI Software Architecture
Pen-Based Computing
Communication Design
Cognitive Psychology
Type Theory
Algorithm Design
Computer Systems