

Travis Ritchie

INTERACTION DESIGNER

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EDUCATION

- 2012-Present **M.S. Human Computer Interaction Design**
Indiana University Bloomington
- 2008-2012 **B.S. Informatics**
Indiana University Bloomington
 - Minors in Telecommunications and Folklore

EXPERIENCE

- 2013 **iLabs Research Intern**
LexisNexis
 - Developed interactive wireframes for concept demonstration
 - Conducted contextual inquiry with systems professionals
 - Analyzed user complaints to find trends and pain points
- 2012-2013 **Interactive Media Assistant**
Indiana University Alumni Association
 - Updated and maintained all Alumni Association pages
 - Utilized Google Analytics for webpage statistics
 - Customized HTML / CSS for problem cases
- 2011-2012 **Technical Customer Consultant**
University Information Technology Services
 - Solved customer problems using customer service skills
 - Gained experience working with new and current technology
 - Troubleshooting all technical problems
- 2011 **IT Support Specialist Intern**
MasterBrand Cabinet Company
 - Facilitated testing on newly implemented hardware and software
 - Designed layouts for improved data access application
 - Delivered face-to-face and over the phone employee service

PROJECTS

- Nov. 2013 **GRID**
RDSC Microsoft Design Challenge Winner
 - Designed a disaster response system that visualizes social network feeds from an affected area to assist FEMA in damage estimation and rescue planning.
- Dec. 2013 **Star Wars Jedi Vending Machine**
Intel Perceptual Computing Design Challenge Winner
 - Using Intel's perceptual computing camera, my team and I designed and prototyped a vending machine that re-inacted the feeling of pulling an item towards you to simulate the "force".

SKILLS

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|----------------------|----------|
| Graphic Design | ●●●●●○○ |
| Lightroom | ●●●●●○○ |
| Axure | ●●●●●●●● |
| Balsamiq | ●●●●●●●● |
| Photoshop | ●●●●●○○ |
| Illustrator | ●●●●○○○ |
| InDesign | ●●●●●●●● |
| Dreamweaver | ●●●●○○○ |
| CSS/HTML | ●●●●○○○ |
| Sketchup | ●●●●●○○ |
| Microsoft Office | ●●●●●●●● |
| Google Analytics | ●●●●●○○ |
| 3DS Max | ●●●●○○○ |
| Python | ●●●●○○○ |
| Processing | ●●●●○○○ |
| Arduino | ●●●●○○○ |
| Physical Prototyping | ●●●●○○○ |

DESIGN METHODS

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|-----------------------|--------------------|
| Interactive Wireframe | Contextual Inquiry |
| Participatory Design | Usability Testing |
| Paper Prototyping | Storyboarding |
| Concept Mapping | Photography |
| Affinity Diagrams | Wireframing |
| Interface Design | Sketching |
| Ethnography | Scenarios |
| Interviews | Personas |
| Ideation | Surveys |

INTERESTS

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|-------------|---------------------|
| Photography | Architecture |
| E-Sports | Automotive Design |
| Animals | Game Design |
| Music | Tangible Interfaces |
| Typography | Cooking |