

Joe Yelochan

ux design, interaction design, information architecture, instructional design

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portfolio: hcijoe.com

goal:

- Seeking a mid level ux design/interaction design position on a great team.

education:

(M.S.) **Human-Computer Interaction/design**

(M.S.) **Instructional Systems Technology**

INDIANA UNIVERSITY, BLOOMINGTON (2010)

(B.A.) English Writing/Film

UNIVERSITY OF PITTSBURGH (2001)

experience:

interaction designer (Aug, 2010 - Present)

General Physics Corporation, Option Six Division - Bloomington, IN

- Created, conceptualized, tested, and designed web based solutions and software tools for corporate client organizations. Communicated directly with clients to help identify needs, problem spaces, constraints, and/or propose learning solutions. Created design docs, sketches, specs, user task flows, wireframes, storyboards, scenarios, personas, mockups, prototypes, and production schedules. Conducted usability tests. Interviewed and worked with SME's by phone and on site (contextual inquiry). Was expected to learn about and understand the culture, content, and context of each client organization. The ability to work successfully on teams was a must. Collaborated with developers and content specialists on both large and small teams/projects to deliver quality software and solutions.

ux design intern (August 2008 - February 2009)

Glerb (glerb.com) - Bloomington, IN

- Design intern in an authoring tools group for a digital learning start-up. Responsibilities included: interaction design, concept ideation, sketching, note taking, secondary research.

lab assistant / technology consultant (Jan, 2008 - Jul, 2010)

Indiana University, Bloomington - Bloomington, IN

- Redesigned content, architecture, and graphics, on a number of learning based websites for faculty and staff. Consulted professors and other faculty to help them form strategies about the integration of technology into their courses for blended learning and/or learning websites. Provided QA testing and bug reports on Sakai LMS software.

online instructor (Jan, 2003 - May, 2007)

NOVA Corporation - Osaka, JAPAN

- Taught ESL to business professionals in a real-time virtual environment. Experimented and evaluated the implementation of learning technologies for improved learner performance. Designed 'on the go' customized lessons for each learner. Applied and tested processes, products, and services for operational use in education, instruction, and training.

methods:

design methods:

(Sketching, Affinity Diagrams, Scenario creation, Personas, Wireframes, Mockups, Storyboarding, Low-Fi/Paper Prototyping, ADDIE, Systems Approach / Systems Thinking, and other Prototyping methods)

user/learner research:

(Usability Testing, User/Learner Audience Analysis, User Interviews, Subject-Matter Expert Interviews, Task Analysis, Cognitive Task / Performance Analysis, Workplace observations, Ethnography, Focus Groups, Contextual Inquiry)

prototyping/testing:

(Paper prototypes, Usability Testing / Iteration, Wireframes, High/Low Fidelity Prototyping, Mock Ups, proficient with: Adobe Photoshop, Dreamweaver, Flash, Illustrator, InDesign, Premiere, Balsamiq, Axure, pidoco, html, CSS, Filmmaking/Film shoots, Storyboarding, and Microsoft Office)