

JOHN BRITTI

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I'm an UX designer and full stack web developer with years of experience designing, creating, and testing web apps. I'm looking for a UX design or engineering role where I use all my skills to make the best experience for users.

■ EDUCATION

Georgia Tech

August 2020-May 2022

Masters in Human-Computer Interaction

Georgia Tech

August 2015-December 2019

Bachelors in Computational Media

■ EXPERIENCE

Georgia Tech VR Lab • *VR Team Lead*

August 2021-February 2022

Atlanta, GA

- Headed development of VR film, managing code base, setting tasks in Trello, and coordinating with the director to design virtual experience
- Developed essential systems in C# and integrated smaller components developed by team
- Created several extensive visual effects to the various scenes of the film
- Taught newer Unity developers the process of VFX creation, combining HLSL shaders with C# code

NCR • *UX Researcher*

May 2021-August 2021

Atlanta, GA

- Delivered valuable usability insights for front-end apps through user testing
- Resolved a variety of the design team's concerns by conducting interviews and presenting results back to team
- Extended the functionality of back office app with well-crafted UI flows designed in Figma
- Helped kick off NCR's internal design system update by writing documentation that maintains consistency and ADA compliance

T+ID Lab, Georgia Tech • *UI Designer*

August 2020-December 2020

Atlanta, GA

- Developed real-time data visualization dashboard for Aggie to analyze patterns of hate speech
- Identified discrepancies in Aggie's data collection pipeline using data visualization
- Resolved several UI bugs in Aggie's front-end
- Oriented non-technical research team members to Aggie's front-end code base

Carnegie Mellon HCII • *Web Developer, Researcher*

May 2019-February 2021

Pittsburgh, PA

- Redesigned interface for AI-driven algebra tutor in Svelte to be more engaging without sacrificing learning effectiveness
- Pilot tested new interface with students and integrated their feedback to improve the UI
- Supported researchers with consistent updates as they prepared the interface for testing and publication
- Prototyped multi-user algebra collaboration game using Svelte and websockets

■ SELECTED PROJECTS

Digital Whiteboard Toolset • *Design Researcher*

- Researched participatory design (PD) to develop a whiteboarding toolset that helps researchers better engage participants in PD sessions and immerse themselves in data
- Rapidly iterated on interactive Figma prototype from wireframes to high fidelity mock-ups
- Developed functional prototype in Svelte to test moment-to-moment interactions

Parasite VR Hubs Experience • *Designer/Developer*

- Designed VR Experience in Mozilla Hubs to explore the aesthetic elements of *Parasite* (2019), how it uses space to convey tone and constructs metaphor through visual elements
- Modeled and textured rough recreations of 3 locations in the Kim mansion in Blender

■ SKILLS

Design

Adobe Ai, Ps, Id, Ae

Figma

Wireframing

Prototyping

Web Dev

HTML, CSS, JS

React

Express

MongoDB

Research

Interviews

Heuristic Evaluation

Contextual Inquiry

Affinity Mapping

Data Science

Tableau

D3.js

Python

Qualtrics

XR

Unity

Blender

HLSL

VR