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

Equinix • *Senior UX Designer*
September 2022 — Now   Atlanta, GA
- Developed UI in Agile context for Equinix's internal capacity platform, creating patterns for both data-intense 2D UI and a custom 3D digital twin
- Conducted workshops and user interviews to fully realize the complex user journey and align the team on core user needs

Georgia Tech VR Lab • *VR Team Lead*
August 2021 — February 2022   Atlanta, GA
- Headed development of VR film, managing the code base and setting team objectives
- Developed essential systems in C# and integrated smaller components developed by team
- 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
- 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
- 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

◼ 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

◼ SKILLS

Design	Web Dev	Research	Data Science	XR
Adobe Ai, Ps, Id, Ae	HTML, CSS, JS	Interviews	Tableau	Unity
Figma	React	Heuristic Evaluation	D3.js	Blender
Wireframing	Express	Contextual Inquiry	Python	HLSL
Prototyping	MongoDB	Affinity Mapping	Qualtrics	VR