

# NEIL W. PETERSON

## SUMMARY

A deep-thinking creative with 8+ years in design. Computer science and cultural anthropology/gender studies background. I specialize in human-computer interaction (M.S. HCI) and user experience (UX).

## WORK

- 2016-Current      **GENERAL ASSEMBLY SPACE, LLC**  
UX DESIGN IMMERSIVE INSTRUCTOR
- Create and deliver *lesson plans, lectures, and workshops* to teach new students core UX skills. From research and ideation to prototyping and testing, GA's user experience design training aims to solve design problems using proven skills and methods. Immersive classes run for 10-weeks. 6 full-time cohorts to-date, 1 part-time, over 100 students.
- 2013-2015      **CARESTREAM DENTAL, LLC**  
SENIOR INTERACTION DESIGNER
- Agile environment, included crafting *wireframes*, UX style guides, pattern libraries, and a pivot from Silverlight to HTML5. Highlights: *user research*, report write-up, and presentation of findings. Prototyping and mentoring in HTML5 / CSS3/ Angular/ D3.js / Bootstrap / jQuery.
- 2012-2013      **MONUMENTAL INTERACTIVE, LLC**  
IDEA & USER EXPERIENCE ARCHITECT
- Design novel user experiences for cross-platform and platform specific devices, typically iOS, including iPad, and desktop. Notable: Eye-tracking study. Accomplished research and design of 20 products over 18 months.
- 2009-2011      **AT&T LABS, INC. HUMAN FACTORS LAB**  
RESEARCH ASSISTANT
- Usability studies, including web and mobile phone interfaces, iPhone application evaluations (GUI and speech), Interactive TV (Uverse) and more.

## EDUCATION

- 2010  
Masters      **GATECH - GEORGIA INSTITUTE OF TECHNOLOGY**  
Human-Computer Interaction
- 2006  
Bachelors      **UIOWA - THE UNIVERSITY OF IOWA (with honors)**  
Anthropology & Women's Studies, Chinese Minor

## PERSONAL

Seattle based. I study Buddhist philosophy, Chinese (Mandarin), practice Jujitsu, ride motorcycles, love to camp. Prefer blue jeans and a Stetson hat.