

Miranda Clare McGill

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Summary:

Accomplished User Experience professional with a passion for the usable and aesthetic synthesis of design, space, content, and technology. Proficient in:

- Designing interfaces for software, web applications, and websites
- Researching user workflows and interactions
- Creating conceptual mockups, wireframes, and screen layouts
- Producing high fidelity screen mockups and interface prototypes
- Conducting usability tests, including: think-aloud protocol testing, paper prototyping, card sorting, expert and heuristic review
- Managing website / software application design, production and implementation
- Overseeing contractors and in-house design and research groups

Skills:

Code: (X)HTML, CSS, XML; familiar with Flash ActionScript, Director Lingo, Java, JavaScript, C, SQL, PHP
Software: Acrobat, Illustrator, InDesign, Photoshop, Director, Dreamweaver, Fireworks, Flash; MS Office; familiar with Adobe Flex
OS: Windows, Unix/Linux, Mac OS
Languages: Native English speaker, proficient in French, intermediate Spanish, basic German

Work Experience:

- 2005- Senior Interaction Designer, Oracle Corporation
- Working with multidisciplinary development teams in Boston, San Francisco, England, and India to spearhead user experience design in conceptualization, design, and development of Oracle's Business Intelligence products
 - Collaborating closely with usability engineers to conduct necessary front-end research and support usability efforts throughout the product development cycle
- 2004 Web User Interface Designer, Bose Corporation (contract)
- Optimized the purchase process UI; with the optimized purchase process in place, online sales over the 2004 holiday season increased by \$40million compared to the previous year
 - Received a Bose commendation award for work done on the purchase process optimization
- 2003 User Experience Designer, SavaJe Technologies (internship)
- Designed interactive screen interfaces for mobile technology using rapid prototyping methods with Flash
 - Instrumental in setting up the usability lab; designed, conducted, and analyzed think-aloud usability tests
- 2003 Research Scientist: User Interface Designer / Java Developer, MIT
- Developed *Shaper2D* (www.designmasala.com/miri/shaper2d), a Java program for use in design teaching
 - Researched the usability, interface and interaction issues involved with designing software for designers
- 2001–2002 Research Scientist: User Experience Designer / Project Manager for StudioMIT
- Note: StudioMIT, developed in conjunction with Microsoft Research, was a web application supporting MIT's creative learning community and included mechanisms for producing, managing, sharing, and adding value to visual and text-based intellectual products (research.microsoft.com/features/StudioMIT.asp)
- Coordinated the technical and creative implementation of application modules
 - Developed the interaction/interface design and refined the information architecture and user workflows
 - Conducted usability studies; advised the development team of key issues concerning the user experience
 - Gathered and organized course material from participating faculty
- 2001–2003 Member of MIT Usability Team
- Instrumental in usability tests and heuristic evaluations for numerous internal web applications at MIT, including "Environmental Health and Safety Management" and "Human Resources", both based on an SAP back-end
- 2001- Freelance Web and User Experience Designer
- Created the website for the Liverpool FC Supporters Club - Boston/Cambridge (www.lfcboston.com)
 - Developed a Realtor website that strictly adheres to Section 508 standards (www.rudisrealty.com)
 - Optimized user interface and page design for an existing commercial website (music.nancymroczek.com)

- 2000–2001 Web Producer, MIT
 - Note: OpenCourseWare (OCW) is an internationally renowned free and open educational resource for educators, students, and self-learners around the world containing content from every course at MIT
 - Created the initial HTML prototype for OpenCourseWare (ocw.mit.edu) which resulted in approval to create a working demo
 - Produced the working demo of OCW, resulting in an initial development grant of \$100million
 - Reviewed and analyzed usability studies related to proposed changes to top-level MIT website (web.mit.edu)
- 1999–2000 Webmaster, MIT Department of Architecture
 - Developed the site-wide information architecture for the new MIT Architecture Department website (architecture.mit.edu)
 - Coordinated the website implementation
- 1999 Architect, Ommrod & Partners (Liverpool, UK)
 - Co-ran the design and construction of a multi-million pound hotel extension to the Reebok Stadium, UK
 - Planned and administered a system to decrease CAD errors and increase team productivity
- 1997–1999 Architect, Paterson Macaulay & Owens (Wirral, UK)
 - Ran an assortment of projects predominantly situated in the north-west area of England; responsibilities included: design, planning and building regulations applications, contract administration
 - Organized and implemented a cost-effective digital editing suite and modem link between the two offices, facilitating production, collaboration, and communication
- 1994–1995 Assistant Architect, Tang & Teo Architects (Singapore)
 - Worked on a variety of multi-million dollar projects based in Singapore, Indonesia and Vietnam

Education:

- 2001 Master of Science in Design and Computation, Massachusetts Institute of Technology
 - Thesis: "A Visual Approach for Exploring Computational Design"
Developed *Shaper2D*, a Java program to facilitate design theory teaching—with an emphasis on usability, interface and interaction issues (www.designmasala.com/miri/shaper2d)
- 1998 Advanced Diploma in Professional Practice and Management, Royal Institute of British Architects (North-West)
- 1997 Master of Architecture, University of Manchester
- 1994 B.A. (with Honors) in Architecture, University of Manchester

Continuing Education:

- 2006– Bentley College, Information Design Certificate courses
 - Managing a User-Centered Development Process
 - User and Task Analysis

Teaching:

- 2002–2006 Guest Lecturer and Critic, MIT Computational Design I: Theory & Applications class
- 2001 Teaching Assistant, Remote Collaborative Workshop, MIT / University of Miyagi, Japan

Invited Presentations:

- 2004 Design Computing & Cognition, MIT. "*Shaper2D*: An Interactive Shape Grammar Interpreter"

Publications:

- 2004 eCAADe, Copenhagen. Paper: "Designing Design-Mediating Software"
- 2002 eCAADe, Warsaw. Paper: "*Shaper2D*: Visual Software for Learning Shape Grammars"
- 1997 Master of Architecture interactive design work published in "MacUser" UK

Awards:

- Rotary Foundation Ambassadorial Scholar
- Dean's Scholarship Award, School of Architecture and Planning, MIT

Affiliations:

- Association for Computing Machinery, SIGCHI
- UPA Boston
- Licensed Architect, Architects Registration Board, UK