Gwyn Hultquist

FRONT-END ENGINEER & UX DESIGNER

CONTACT

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ACADEMIC HISTORY

M.A. Emerging Media Design & Development

Ball State University 2022

- Concentration: Human-Computer Interaction
- Research Assistant under Dr. Robin Blom

B.A. Computer Science

Ball State University 2020

- Minor in Applied Physics (Electronics)
- Graduated with a 3.4 GPA

SKILLS

PROGRAMMING

- Python, JavaScript (React), C++, Java
- HTML & CSS
- GitHub
- Unreal Engine
- Godot Engine

UX & UI

- Usability (cognitive walkthrough, card sorting, etc.)
- Design Thinking (user personas, interviews, etc.)
- Prototyping (wireframing, storyboarding, etc.)
- A/B Testing
- Figma
- Qualtrics

GENERAL SKILLS

- Adobe CC (Pr, Ai, Ae, Ps, Xd)
- Google Suite
- Basic conversational Spanish skills

WORK EXPERIENCE

Graduate Research Assistant

Ball State University | Aug. 2020 to May 2022

- Developed & ran an eye-tracking study with over 150 participants on racial bias in eyewitness misidentification
- Performed content analyses & coded data on 3 professor-led projects
- Filmed & directed 24 videos for testing stimuli

Computer Programming Intern

American Meteorological Society | June 2019 to July 2019

- Created over 40 automated regression tests for the membership portal
- Quality assurance tested for society's website (www.ametsoc.org)

LEADERSHIP EXPERIENCE

Researcher/Show Host

WCRD (University Radio) | Aug. 2016 to Mar. 2020

- Researched, discussed, & presented music on a college radio program
- Hosted more than 70 episodes over the course of 7 semesters

Club President

Fringed (University Film Club) | Jan. 2017 to Jan. 2020

- Led meetings, film shoots, & interviews for 4 semesters
- Produced, filmed, & edited 6 short films

PROJECTS

Programmer, Game Designer, Artist, & UX Designer

X (master's creative project)| Jan. 2020 to May 2020

- Created an original video game based on research
- Conducted A/B testing for character design & iterative playtests

UX Researcher & Web Developer

Youth Environmental Press Team | Aug. 2021 to May 2022

- Led usability testing & design thinking sessions with journalists
- Prototyped wireframes in Figma guided by user-centered design
- Developed a website, workshop, & style guide for the organization

Programmer & UI Designer

Axil | Jan. 2020 to May 2020

- Programmed a video game with a multidisciplinary team of 6 students
- Conducted iterative playtests