

# Katy Madier

Compelled by a love for research and conceptual art, I am passionate about understanding user needs and how they can influence the design of experimental interfaces.

**katymadier.com**

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## Education

### Master of Science Information Human-Computer Interaction

University of Michigan  
School of Information  
2019 | Ann Arbor, MI  
GPA 3.9/4.0

### Bachelors of Fine Arts Painting & Printmaking

Virginia Commonwealth University  
School of Fine Arts  
2007 | Richmond, VA

## Skills

### Programming

HTML, CSS, JS  
Ionic 3 & 4/Angular  
React  
three.js, A-frame, Web XR  
Python

### Tools

Unity3D  
XD, Sketch  
Blender, SketchUp, Fusion 360  
Photoshop, InDesign, Illustrator  
Final Cut Pro, Premiere Pro

## Awards

**Research Experience for Master's  
Students Fellow**  
University of Michigan, 2018

**Honors Painting Program**  
Virginia Commonwealth University, 2007

## Publications

**360paper: Creating Interactive AR/VR  
Prototypes on Paper**  
M. Nebeling, K.Madier: CHI '19

## Recent Experience

### Master's Thesis

University of Michigan, Advisor Professor Michael Nebeling  
September 2018 - April 2019, Ann Arbor, MI

Research into the design of social AR and VR, through creating digital and physical prototypes of conceptual interfaces and hardware then evaluating their use through data collected during user studies.

### Teaching Assistant

University of Michigan, School of Information Interaction Design Studio  
September - December 2018, Ann Arbor, MI

Assist in instructing undergraduate students in the design process, from formulating a design problem to evaluating digital prototypes.

### Research Assistant

University of Michigan Information Interaction Lab with Professor Michael Nebeling  
November 2017-present, Ann Arbor, MI

- September 2018 - present:** Design and conduct weekly design jam user studies for research projects at the Information Interaction Lab.
- Summer 2018 Research Experience for Master's Students Fellow:** Researching rapid prototyping methods for virtual and augmented reality design applications. My role involved prototyping, designing and conducting studies, and analyzing user testing data. Results of research were accepted to CHI '19. Additionally developed a VR driving simulator based on UM's MCity using Unity3D and C# for a Windows Mixed Reality System.
- November 2017 - April 2018:** Conducted research, created paper and digital prototypes, and analyzed data from stakeholder feedback sessions for a projected augmented reality system for cabinet manufacturer dealership showrooms. Additional development of a mobile augmented reality app using A-frame XR and WebARonARCore browser.

## Past Experience

### Design Engineering Manager

2017 Hillphoenix inc, a Dover Company,  
Richmond, VA

### Front-End Web Developer

2016-2017 Genworth Financial,  
Richmond, VA

### Content Strategist | Web Developer

2013-2017 Freelance, Remote  
2013-2014 New Mexico School for the  
Arts, Santa Fe, NM

### Project Manager

2013-2016 Emily Henry Interiors | Millicent  
Furniture, Santa Fe NM  
2013-2014 Anagr.am, Santa Fe, NM

### Digital Media Manager | Web Editor

2010-2013 Santa Fe Reporter, Santa Fe, NM

### Studio and Event Photographer

2008-2010 LewAllen Galleries, Santa Fe, NM  
2004-2007 Virginia Commonwealth University,  
Richmond, VA