

# paul robare interactiondesigner

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## AWARDS AND PUBLICATIONS

### **Sound in Computing: A Short History**

*Interactions Magazine*  
Jan. 2009

### **Finalist - Adobe Design Achievement Awards**

Designer/Developer  
Collaboration, Aug. 2008

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## SKILLS

Prototyping  
Visual Storytelling  
Evaluative Testing  
Interviewing  
Personas/Scenarios  
Heuristic Analysis  
Writing

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## COMPUTING

Adobe Creative Suite  
HTML/CSS  
Flash & Actionscript  
Abode Audition  
Max/MSP  
Processing  
MS Office Suite

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## EDUCATION

### **Master of Design, Interaction Design** Carnegie Mellon University, May 2009

### **Bachelor of Arts, Economics** Grinnell College, May 2001

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## EDUCATIONAL PROJECTS

### **Mayo Clinic Project, fall 2008**

Researched and designed a service to provide improved medical care at reduced costs to local outpatients. Role included presentation, research, project management and production of presentations and video sketch.

### **Microsoft & Motorola Project, spring 2007**

Researched and designed a mobile social networking application with an interdisciplinary team of 5 graduate students. Role included presentation, prototyping, wireframing, and evaluative testing.

### **Adobe Project, fall 2007**

Designed and prototyped a social networking web application that utilized video messaging to encourage online flirting. Responsibilities included project management, research, storyboarding, and production of video sketch.

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## PROFESSIONAL EXPERIENCE

### **Interaction Designer**

Carnegie Mellon University, 2008–2009

Collaborated with a Samsung representative and Prof. Jodi Forlizzi, to research, design and prototype a consumer application for managing and searching personal photo collections.

### **Experience Design Intern**

Intuit, Mountain View, CA, Summer 2008

Worked closely with a team of product managers, marketers, and engineers to design and prototype widgets for the QuickBooks products. Developed protocol for and managed product testing sessions in usability lab, and led team meetings discussing long term visioning.

### **Teaching Assistant**

Carnegie Mellon University, Fall 2007 to Present

Assisted Prof. Richard Buchanan with graduate design theory courses and Prof. Eric Anderson with an undergraduate Industrial Design course.

### **Program Manager**

ISED Ventures, Des Moines, IA, 2005–2007

Planned and managed six programs, including two non-profit loan funds and a financial literacy program for ex-offenders and substance-abusers.

### **English Instructor**

AEON, Hamamatsu, Japan, 2003–2005

Managed all facets of student learning, including instruction, study counseling, and creation of lesson plans and teaching materials.