

# Jennifer R. Ash

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<http://jenniferash.net>

**OBJECTIVE:** To pursue a career in user centered design/usability, with a focus in gaming.

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## EDUCATION: RENSSELAER POLYTECHNIC INSTITUTE

B.S. Games and Simulation Arts and Science

B.S. Psychology

GPA: 3.6

Graduation date: May 2008

Dean's list (7 semesters) & Rensselaer Medal Recipient

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## RELEVANT COURSEWORK

Foundations in HCI (Grad) • User Seminar (Grad) • Interface Design • Game Mechanics • Human Factors in Design

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## RESEARCH PROJECTS

### Wriggle! (undergraduate research project) - Prof. Katherine Isbister

9/2006 – Present

- o Developing an Installation-based game exploring emotional dynamics of game play
- o Using a hacker approach involving the Wii-remote's functionality
- o Observing the emotional output from the finished games

### CapAbility Games Research Project (Installed) – Prof. Kathleen Ruiz

5/2006 – 5/2008

- o Creating a grocery store simulation by collaborating directly with clients at Albany's Center for Disability Services
- o Simulation game to aid those with disabilities in learning life skills

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## EMPLOYMENT

### IBM – Software Engineer – System z User Centered Design

6/2008 – Present

- o Perform heuristic evaluations, user stories, customer engagements, and prototype designs.

### IBM – UCD/Usability Speed Team Intern

5/2007 – 8/2007

- o Simplified the z/OS Installation and Migration process resulting in prototypes of changes to be implemented which will lower the experience level, shorten procedure time, and reduce costs
- o Gained knowledge of the process through literature, client interviews, and feedback

### 1<sup>st</sup> Playable Productions, LLC – Design Associate

1/2008 – 5/2008

- o Performing usability testing, writing, and design work for Club Penguin DS

### RPI – EMPAC

9/2004 – 5/2008

- o Aide in preparing for upcoming events through general office assistance, advertising, mailings of event materials, creating an address database, and event assistance throughout the year

### Apple Retail – University Village, Seattle, WA - Concierge

Summer 2005 & 2006, Winter Break 2006/2007

- o Cashier, greeter, sales assistance in the Seattle Flagship store

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## LEADERSHIP

**Genericon** – Chair XXI (2008), Vice-Chair XX, Guest Coordinator XIX, Cosplay Coordinator XVIII-XXI

<http://genericon.union.rpi.edu>

**RSFA (Rensselaer Science Fiction Association)** – President (2007/2008), Treasurer (2006/2007) – \$22,000 budget

**ARDA (Theme House)** – Administrative Chair (2007/2008), Social Chair (2006/2007) – Approximately \$1000 budget

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## SKILLS

**Software:** Photoshop, Maya 7.0, Flash MX, TextMate, Maple, MatLab, SolidWorks, MAX/MSP, Lotus Notes, Microsoft Office

**Languages:** C++, HTML, CSS

**Process:** AGILE

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## ACTIVITIES

IGDA • IBM IGNITE Camp Presenter • GEMS Mentor • MentorPlace • Engineer's Week • Conference Associate - Game Developers Conference (2008-2009) • Volunteer work for IBM Interactive