

Jack Beaton

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Work Experience

Usability Scientist – Nokia, October 2008 – December 2009

Designed and implemented user tests and exploratory research studies for mobile service interface design with an emphasis on instant messaging, social networking, and emerging markets such as India. Coordinated and supervised one month of testing and interviews in India.

- **Beaton et al**, *Indian Cultural Effects on User Research Methodologies*, accepted to CHI '10, Atlanta, USA.

Research Associate – Carnegie Mellon University, November 2007 – October 2008

Evaluated interface design improvements to SAP Enterprise Service-Oriented Architecture (ESOA) web service application programming interfaces (APIs).

- **Beaton et al**, *Usability Evaluation for Enterprise SOA APIs*, SDSOA'08 at ICSE '08, Leipzig, Germany, pp. 29-34.
- **Beaton et al**, *Usability Challenges for Enterprise Service-Oriented Architecture APIs*, VL/HCC '08, Herrsching am Ammersee, Germany, pp. 193-196.

User Experience Designer – SimTime startup company, March 2008 – May 2008

Redesigned user experience for second iteration of simulation to train managers of software projects.

Project Manager - NASA-CMU Collaboration Graduate Capstone Project – January 2007 – August 2007

Team designed and tested functional handheld prototypes for problem reporting by NASA spacecraft technicians. Gathered requirements at Cape Canaveral and tested at NASA Ames Research Center.

Chosen by teammates as Project Manager.

Education

Graduate Education – Carnegie Mellon University

MS, Human-Computer Interaction, August 2007 – final GPA 3.89

Founding Secretary of CMU Toastmasters Symposium public speaking club, Fall 2006

GSA Representative for CMU Masters of HCI students, Fall 2006 – Spring 2007

Undergraduate Education – University of Maryland, Baltimore County

BA, Cultural Anthropology, May 2004 – final GPA: 3.34 – Honors College Graduate

University Scholar, full four-year scholarship

Outstanding Student in Anthropology, 2004

Study Abroad & International Experience – 1 year in China, 2 months in Middle East, 1 month in India

Mandarin Chinese Language Study – 1 year in USA, 1 year in Hong Kong

Skills

User Interface Requirements Analysis: Contextual Inquiry, Ethnography, Usability Testing, Heuristic Evaluation, GOMS, Cognitive Walkthrough

Software Prototyping: Visual Studio .NET, Flash, Flash Lite, Dreamweaver, Illustrator

Software Development: Certified Scrum Master, Enterprise Service-Oriented Architecture