



USER-CENTERED DESIGNER/HUMAN FACTORS ENGINEER



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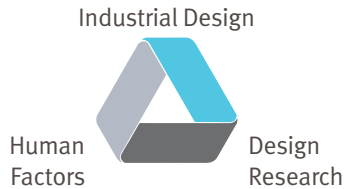


2542 MANROW RD AUBURN NY 13021

## ABOUT ME

*I am interested in providing optimal user experiences holistically, founded upon thorough design research, ideation, development, & iterative evaluation.*

## CORE COMPETENCIES



## SKILLS

**Design Thinking** (*Double Diamond, Iteration, Empathy, Research, Insights*)

**Front-End Research & Analyses** (*Contextual Inquiry, Interview, Survey, Ride-Along, Concept Evaluation, Ax4, Artifact Typology, Empathy Map, Affinity Diagram, Journey Map, Journalistic Map, Persona, Biaxial Map, Task Analyses, Participatory Design, Product Benchmarking/Competitive Analyses, Opportunity Gaps, Cognitive Walkthrough, Moodboard, Primary/Secondary Research, Formative Approach*)

**Software** (*Adobe Illustrator, InDesign, Photoshop, SolidWorks, KeyShot, Sketchbook Pro, MS Office, SPSS, Wacom*)

**Hands-On** (*Ideation/Sketching, Photoshop Rendering, Prototype/Foam Model Making, R.I.T.E., Negative Brainstorming, Analogy, PMI*)

**Back-End Evaluation** (*Usability Testing, Statistical Analyses, Heuristic Evaluation, Think-Aloud Protocol, Out-of-Box Experience, Design Recommendations, Summative Approach, Presentations, Reports*)

## AWARDS

**"Going the Extra Mile"** (*Exceptional drive and focus who inspires those around him/her to exceed expectations and who is always ready to lend a hand*)

## ONLINE PORTFOLIO

- [coroflot.com/sev/portfolio](http://coroflot.com/sev/portfolio)
- [behance.net/dcsevier](http://behance.net/dcsevier)



## EDUCATION

### MASTERS OF INDUSTRIAL DESIGN

IOWA STATE UNIVERSITY | AMES IA | MAY 2018

- Completed I.D. projects in child development, packaging, furniture, adventure luggage, housewares, and tool design

### MASTERS OF DESIGN (RESEARCH)

ARIZONA STATE UNIVERSITY | TEMPE AZ | MAY 2011

- Completed project in aggregate usability preferences and in mission-critical design for police (Sponsored by Motorola Solutions)

### MASTERS OF APPLIED PSYCHOLOGY (HUMAN FACTORS)

ARIZONA STATE UNIVERSITY | MESA AZ | MAY 2009

- Completed projects in gaming accessory design and team collaboration (Sponsored by Dept. of Navy)

### BACHELORS OF PSYCHOLOGY

UNIVERSITY OF NORTH CAROLINA | CHAPEL HILL NC | MAY 2004



## WORK EXPERIENCE

### GRADUATE ASSISTANT | INDUSTRIAL DESIGN DEPT.

IOWA STATE UNIVERSITY | AMES IA | AUG 2015 - MAY 2018

- Served as graduate research/teaching assistant
- Conducted research, collected/analyzed data, wrote, & published papers

### INDEPENDENT PROJECT/ ID SKILL TRAINING

SELF-LED | AUBURN NY | AUG 2013 - AUG 2015

- Designed suite of apps for human factors/design research ("UserLab")
- Created wireframes in OmniGraffle; Managed coding & iterative updates
- Self-instruction in Adobe Creative Suite & sketching

### SENIOR HUMAN FACTORS ENGINEER

MOTOROLA SOLUTIONS | PLANTATION FL | MAY 2011 - AUG 2013

- Assisted in development & testing of portable/mobile radios, remote speaker microphones (RSMs), smart devices, UIs, & accessories
- Conducted design research (surveys, ride-alongs, interviews)
- Designed & conducted usability testing, followed by design recommendations based on results
- Analyzed quantitative & qualitative data
- Completed written reports, concept evaluations & heuristic evaluations
- Brainstormed concepts for new design
- Focused on optimizing user experience for mission-critical conditions

### USER EXPERIENCE INTERN

DELL - EXPERIENCE DESIGN GROUP | AUSTIN TX | JUN 2008-AUG 2008

- Designed & conducted usability & out-of-the-box experience testing
- Focused on optimizing premium Alienware experience (hardware/software)
- Conducted on-site interviews with gamers in their homes
- Researched online reviews, blogs, & market to identify areas of improvement

### GRADUATE ASSISTANT | ID & APPLIED PSYCH DEPTS.

ARIZONA STATE UNIVERSITY | TEMPE AZ | AUG 2007 - MAY 2011

- Served as graduate research & teaching assistant for ID & human factors
- Conducted experimental testing towards published works and created test-bed for study