

Anya Bethany Kogan

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Profile

Graduate student in Human Computer Interaction (HCI) seeking full-time employment at a company that is a leader in technological innovation. Passionate about creating informed user-centered design solutions. Experienced within interactive agency and corporate environments.

Education

Georgia Institute of Technology, Atlanta, GA 09/07 – present

- Master of Science in Human-Computer Interaction (HCI), expected May 2009.

Tufts University, Medford, MA 09/00 – 05/04

- Bachelor of Science in Mechanical Engineering with focus in Human Factors.
- Magna Cum Laude Graduation Honors.
- Studied abroad at University of Melbourne for one semester.

Selected Academic Projects

Research: Advanced Auditory Menus, Sonification Lab 09/07 – present

- Design and run lab studies to investigate navigation of auditory menus.
- Study perception of spearcons (accelerated speech icons) usage on mobile devices.
- Statistically analyze data and submit results to conferences and journals.

Gesture-Controlled MP3 Player with Haptic Feedback, Mobile & Ubiquitous Computing 09/08 – 12/08

- Explored variety of vibro-tactile feedback patterns.
- Developed new interaction model for gestural browsing.
- Compiled results of design process and product into short videos.

Interactive Flash Map: Sustainable Seafood, Visual Culture & Design 11/08 – 12/08

- Designed online interactive Adobe Flash map.
- Focused on use of spatial information, typography choices, and smart image selection.
- Gathered data by personally exploring farmer's market and recording 200+ fish facts.

Mobile Game: Battling Childhood Obesity, Intro to HCI 09/07 – 12/07

- Worked with team to design handheld mobile game for children.
- Created mobile Adobe Flash prototype.
- Had idea praised by parents and children during pilot evaluation.

Evaluation and Redesign: MARTA Ticketing System, Engineering Psychology 09/07 – 12/07

- Evaluated existing system through user, task, environment, workload and interface analysis.
- Drew detailed functional and decision/action flow diagrams.
- Designed new system, including user interface and supporting infrastructure.

Work Experience

HUGE, Inc., User Experience Research Intern, New York City, NY 05/08 – 08/08

- Led company-wide ethnographic research initiative to improve processes and communication.
- Reported findings and recommendations to company directors and managers.
- Provided research support for pitches to mobile, airline, and web companies.

- Schematic**, User Experience Designer, Los Angeles, CA 07/06 – 07/07
- Designed interaction-rich, user-centered solutions for interactive television and web applications.
 - Drove user experience vision for clients including ABC and Home Shopping Network.
 - Conducted information-gathering sessions with clients and technical team members.
 - Created information architecture deliverables including personas, feature value matrices, site maps, work flows, use cases, wireframes, and functional specifications.
- Pitney Bowes, Inc.**, Human Factors Engineering Contractor, Shelton, CT 05/05 – 07/06
- Planned, designed, and conducted in-lab and field usability tests and evaluations.
 - Designed interfaces for both consumer and business-to-business applications.
 - Composed, distributed, and analyzed web-based surveys.
 - Authored instructional documentation for software and hardware.
- Gillette Company**, Research Associate Contractor, Reading, UK & Boston, MA 05/03 – 12/04
- Created physical prototypes, ran usability tests, and statistically analyzed results.
 - Utilized piezoelectric technology to develop sensor to quantify human perception of smooth shave.
 - Implemented data acquisition software to acquire, process, and analyze acoustic data.
 - Traveled to United Kingdom for 6 months to work with instrumentation team there.
- Swimming Instruction Business**, Founder, Fairfield County, CT 05/01 – 08/02
- Managed finances, scheduled and taught private lessons for students of diverse ages.
 - Forged strong relationships with customers resulting in 90% client retention for following summer.

Professional & Community Involvement

- Georgia Tech HCI Student Committee**, Group Leader, Atlanta, GA 09/08 – present
- Lead professional, social, and logistical initiatives to improve the student experience.
- Atlanta Computer-Human Interaction (CHI)**, Atlanta, GA 09/07 – present
- Attend monthly lectures on industry issues and case studies.
- Center for the Visually Impaired (CVI)**, Volunteer, Atlanta, GA 09/07 – 05/08
- Tutored math and taught computer skills to visually-impaired children.
- CT Usability Professionals Association (UPA)**, Co-Founder, Fairfield, CT 03/06 – 07/06
- Took initiative to start UPA Connecticut Chapter.
- Society of Women Engineers (SWE)**, Activities Coordinator, Boston, MA & Fairfield, CT 01/03 – 07/06
- Worked to encourage young women to enter engineering careers.
- Tufts Human Factors & Ergonomics Society (HFES)**, Boston, MA 01/03 – 05/04
- As President, expanded membership & organized 1st Annual New England HFES Student Conference.

Skills & Interests

- Design Tools: Adobe Photoshop, Illustrator, Dreamweaver, Flash; Microsoft Visio; OmniGraffle.
- Programming Languages: Expert in HTML & CSS; Familiar with ActionScript 3.0, Javascript, PHP.
- 3D Design Tools: SolidWorks; AutoCAD.
- Foreign Languages: Fluent in Russian; Familiar with Spanish.
- Interests: Cooking, Traveling, Sustainable Living, Running, Swimming, Rock Climbing, Dancing.