

Cameron Giniel

User Experience Researcher and Designer

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PROJECTS

Ambiance Smart Mood Ring • IoT Wearable Device

Sep 2020 - Dec 2020

- Conceptualized, researched, conducted diary studies for, programmed, and prototyped an IoT mood and stress tracking wearable device, resulting in a mid-fidelity physical prototype and a high-fidelity companion mobile app prototype

Detroit Student Design Summit • Concept Design

Jan 2020 - Apr 2020

- Framed a broad problem, conceptualized a solution, and prototyped and pitched a design that enhances connections between the Detroit Public Library and Wayne State University's Reuther Library, winning second place in the competition

Compass • iOS Mobile App

Sep 2019 - Dec 2019

- Designed a social and utility mobile app for iOS that makes camping accessible to beginners and organized for everyone
- Conducted user research, performed competitive analysis, mapped user flows, crafted personas, and administered usability testing to arrive at final design solution

WORK EXPERIENCE

UX Researcher and Designer

UMSI UX Summer Fellow | Michigan Department of State

May 2020 - Aug 2020

- Conceptualized and prototyped various systems to improve absentee voter information accessibility for 1500+ cities and townships statewide
- Conducted background research, 16 stakeholder interviews, and 6 participatory design sessions; formulated competitive analysis between 7 organizations; synthesized findings, resulting in 4 recommendations for solutions to the problem space

Research Assistant

University of Michigan School of Information

Jan 2020 - May 2020

- Research assistant to professor Nazanin Andalibi for a paper on LGBTQ+ people's disclosure and support seeking on social media while experiencing pregnancy loss
- Synthesized themes among 60+ publications and wrote a holistic literature review as it related to the research questions
- Distilled and extracted themes from 17 semi-structured interviews and incorporated them into the paper's findings

EDUCATION

University of Michigan

Master of Science in Information

Concentration in User Experience Design and Research

Apr 2021, Ann Arbor, Michigan

University of Michigan

Bachelor of Arts

Film, Television, and New Media

Apr 2016, Ann Arbor, Michigan

COURSES

Fundamentals of Human Behavior

Contextual Inquiry

Graphic Design

Pervasive Interaction Design

Development of Mobile Experiences

SKILLS

Research Methods

User Interviews • Usability Testing •

Surveys • Heuristic Evaluation •

Competitive Analysis • Diary Studies •

Cultural Probes • Qualitative Analysis

Design Methods

Sketching • Storyboarding • Wireframing

• Prototyping • Illustrating • UI Design •

Wizard of Oz • Video • Animation

Tools

Figma • Illustrator • Adobe XD • After

Effects • Premiere Pro • Photoshop •

Sketch • Particle Dev

Programming

Python • HTML/CSS • JavaScript • R • SQL

• React/React Native/JSX