

CATHERINE HARRELL

1053B Valencia Street, San Francisco CA 94110 • charrell@stanford.edu • www.catherineharrell.com • (650) 862-2925

EDUCATION

Stanford University

MA Learning, Design and Technology, GPA 3.8/4.0. (8/10)

BA Human Biology: Neurobiology of Sensation and Perception, GPA 3.7/4.0. (8/10)

DESIGN EXPERIENCE

CREATOR, "MACHINES OF PERCEPTION," STANFORD UNIVERSITY SCHOOL OF EDUCATION, STANFORD, CA (04/10 - 08/10)

Master's project developing a 3D digital puzzle for exploring the anatomy of the human eye. Designed to support visual, interactive science education. Presented at the annual Learning, Design and Technology Expo in July 2010.

GAME DESIGN INTERN, PLAYFIRST INC, SAN FRANCISCO, CA (01/10 - 08/10)

Brainstorming, storyboarding, evaluating games, running user tests, and improving tutorial best practices. Worked closely with designers to create and improve new game titles, with a special focus on usability and learning.

INTERFACE DESIGNER AND ANIMATOR, RUSSELL FERNALD NEUROSCIENCE LAB, STANFORD, CA (6/07 - 8/10)

Honors thesis developing a 3D virtual fish and user interface for animal behavior experiments.

USER INTERFACE DESIGN INTERN, LINDEN LAB, SAN FRANCISCO, CA (6/09 - 8/09)

Designed layouts and mockups for a new Second Life user interface. Redesigned menus and window layouts, performed usability studies, and streamlined settings for advanced users.

EXPERIENCE DESIGN INTERN, REACTRIX SYSTEMS, REDWOOD CITY, CA (6/08 - 8/08)

Studied user interactions with WAVEscape, a gesture-based system for games and advertisements. Composed data reports, presented findings to the design team, and developed strategies for better product usability.

DESIGNER AND CARTOONIST, WWW.CATHERINEHARRELL.COM (2/05 - ongoing)

Freelance web design, illustration and graphic design for paying clients. Illustrated four children's books, self-published three comic books, contributed to The Stanford Graphic Novel Project and Chaparral Humor Magazine.

ACADEMIC EXPERIENCE

HUMAN-COMPUTER INTERACTION COURSE ASSISTANT, CS147, STANFORD UNIVERSITY (9/09 - 12/09)

Guided students through team projects developing iPhone web applications. Conducted a weekly studio session teaching interaction design principles.

DESIGN & INNOVATION COURSE ASSISTANT, HASSO PLATTNER INSTITUTE OF DESIGN, STANFORD, CA (8/09 - 9/09)

Coached undergraduates through design projects using principles like needfinding, ideation, and rapid prototyping.

RESEARCH ASSISTANT, SYMBOLIC PROJECT ON AFFECTIVE NEUROSCIENCE, STANFORD, CA (6/07 - 4/08)

Assisted with fMRI studies about how people make tough decisions. Recruiting, data analysis, and literature review.

HONORS AND AWARDS

NOMINEE, FIRESTONE MEDAL FOR EXCELLENCE IN UNDERGRADUATE RESEARCH (5/10)

Human Biology Honors Thesis, "Interactive Behavior Research with a Virtual Cichlid Fish."

GRANT RECIPIENT, HONORS RESEARCH MAJOR GRANT, UNDERGRADUATE ACADEMIC LIFE (6/08 - 5/10)

GRANT RECIPIENT, MAJOR ARTS GRANT, ASSOCIATED STUDENTS OF STANFORD UNIVERSITY (12/08 - 4/09)

"SuperLions: A Graphic Novel" displayed at campus-wide art show "An Art Affair."

GRANT RECIPIENT, HUMAN BIOLOGY RESEARCH EXPLORATION (HB-REX) GRANT, STANFORD UNIVERSITY (6/07)

Funding for summer research in neuroscience. Presented two research posters at the HB-REX symposium event.

SKILLS

PROGRAMMING: Skilled in HTML, XML, CSS, and JavaScript. Working knowledge of Java, C++ and Python.

SOFTWARE: Adobe Creative Suite, Autodesk Maya, Microsoft Office, OmniGraffle, Unity 3D.

LANGUAGES: English and Spanish. Studied abroad for 3 months in Madrid, Spain. (3/08 - 6/08)