

Dustin Kirk

843.276.3456 | dustin.kirk@gmail.com | www.dustinkirk.com

Education

- May 2008 **M.S. – Human Computer Interaction (HCI)**
Rensselaer Polytechnic Institute, Troy, NY
- January 2008 **Entrepreneurship Development Program**
MIT Sloan School of Management, Cambridge, MA
- December 2003 **B.S. - Computer Science & Psychology**
Rensselaer Polytechnic Institute, Troy, NY
Minds & Machines Program

Skill Set

- **Interaction Design:** Persona Development, Task Flow Analysis, OVID Modeling, Story Boarding, Wire Frames, Prototype Development (high fidelity & low fidelity), Visual Design, Competitive Analysis, Style Guide Development, etc.
- **Usability Research & Testing:** Experiment Design, Contextual Inquiry, Ethnographic Study, Surveys, Questionnaires, Heuristic Evaluation, Individual Interviews, Statistical Analysis, Formal Usability Testing, etc.
- **Software, Programming & Scripting:** Adobe Photoshop, Dreamweaver, Flash, Visio, Paint Shop Pro, AJAX, Action Script, Java Script, PHP, ASP, SQL, HTML, CSS, AJAX, C++, Objective-C, Visual Basic, etc.

Key Strengths

- Synthesize research and usability studies into actionable product improvements
- Working collaboratively in multi-disciplinary environments to bring products to market
- Enthusiasm and passion for applying creative solutions to derive simplicity from complex systems
- Skills to take designs from pie-in-the-sky ideas to a working proof of concept
- Attention to detail and the desire to create rich user experiences for products of all types
- A solid understanding of technologies and design challenges for web, software, and mobile apps
- An eagerness and curiosity to learn new skills and provide out-of-the-box solutions to complex problems
- Champion user needs aggressively while being mindful of business, time-to-market, and technical restraints

Experience

May '09 - Present

Stacks, San Diego, CA

iPhone App Start-up – Entrepreneur

- Conceptualized, designed, developed, and launched multiple iPhone apps in the Apple iTunes App Store
- Worked tirelessly to design highly usable touch-screen apps with a focus on minimalism and stunning visuals
- Completed all graphic design and development work for both the iPhone applications and the interactive website
- Received excellent reviews and praise from users and continue to see steadily increasing sales

Nov. '06 - May '09

Hewlett-Packard, San Diego, CA

IPG Web & Software R&D – Interaction Designer

- Collaborated with teams around the world to design software experiences for printing and photo management
- Worked in a fast-pace environment utilizing the Agile methodologies on products
- Worked on high-exposure products with up to 800 million installs a year
- Increased usability of products through testing, analyzing metrics, and incorporating HCI/UCD methodologies

Aug. '04 – Nov. '06

Benefitfocus.com, Charleston, SC

Product Management – Interaction Designer

- Assessed business requirements and developed software interface specifications
- Completed intensive information architecture work to redesign forms and data entry utilities for multiple user types
- Collaborated with engineers, business analysts, and customers to add new features and increase usability

June '03 – Aug. '03

MITRE, Bedford, MA

Department of E-Services – UI Designer / Engineer (Internship)

- Designed & Developed ICE, a new ubiquitous meeting and collaboration system
- Documented and prototyped interaction process for scheduling, prepping, and processing meetings

Full Online Portfolio: www.dustinkirk.com/portfolio