

Brady Baldwin

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Education

Carnegie Mellon University

Master of Human-Computer interaction
August 2021

Oregon State University

Bachelor of Science, Psychology and New Media Communications
June 2020 (Magna Cum Laude)

Skills

Web Design

HTML, CSS, JavaScript

Software

Photoshop, Premiere Pro, Autodesk Maya, Unity 3D, Figma

Involvement

CMU OH! Lab

Lead Prototyping Research Assistant, CMU
Feb. 2021 - June 2021

Cognition and Action in Real and Virtual Environments Lab

Research Assistant, OSU
Jun. 2019 - Jun. 2020

Experience

Lead User Researcher - MHCI Capstone

Pandemic Professors / CMU Feb. - Aug. 2021

MHCI Capstone project in partnership with Pandemic Professors, a non-profit tutoring organization.

- Lead interviews with a variety of users, employed methods such as contextual inquiry, storyboarding, and affinity diagramming.
- Developed a functional prototype which improved pairing times by over 200%.
- Delivered a research-backed suite of supplemental tools to improve student-tutor pair health.

OH! Lab VR Collaboration Study

Carnegie Mellon University Feb. - Jun. 2021

- Created 3D environments in Unity and ported them into Spatial for testing on VR's effect in group collaboration settings.
- As prototyping lead, I oversaw a team of 6 assistants and delivered 12+ prototypes on or ahead of schedule.

Crowds Spatial Cognition Study

Oregon State University 2019-2020

- Developed a 3D model of the research lab using Autodesk Maya for use in VR research on crowds in emergencies.
- Collaborated with the primary researchers as a confederate and assistant in the study.