austin**toombs**
experience design candidate

education

M.S. Human-Computer Interaction Design
Indiana University | Bloomington, IN | May 2012

B.S. Computer Science, Minor in Mathematics
Ball State University | Muncie, IN | May 2010

recent design projects

Significant Screwdriver - Arduino-modified screwdriver used to study gender divisions of care labor in the home. CHI workshop paper. Spring semester 2011.
Arduino, Data Visualization, Processing

Foodmunity - An online tool used to help neighbors appreciate the differences of other members of their community over a shared meal. Developed for the CHI 2011 student design challenge. (CHI2011 Student Design Competition finalist)
Affinity Diagramming, Contextual Inquiry, Paper Prototyping, Powerpoint Prototyping

relevant work experience

Teaching Assistantships and Mentoring
Indiana University Interaction Design Practice mentor | August to December 2011
Indiana University Foundations of HCI graduate course | August to December 2011
Indiana University Undergraduate Informatics Capstone course | August 2010 to May 2011
Ball State University HCI/GUI course | January to May 2010

Intern - Applied Research
LexisNexis | May to July 2011
Worked in the LexisNexis iLabs department creating and documenting concepts.
Balsamiq, Flex, Information Visualization, Mindmapping, Storyboarding, Survey Design

Undergraduate Research Assistant - CurricVis
Ball State University | May to September 2009
Designed and co-developed CurricVis, a visualization system that helps students with curricular decisions. Presented at the Consortium for Computer Science in Colleges: Midwest Region 2009 conference and ACM student research competition at SIGCSE 2010.
Design Patterns, Java, Paper Prototyping, Test Driven Development, Usability Testing, YAML

publications

Shad Gross, Austin Toombs, Jeff Wain, and Kevin Walorski. 2011. Foodmunity: designing community interactions over food. *In Proceedings of the 2011 annual conference extended abstracts on Human factors in computing systems (CHI EA '11)*. ACM, New York, NY, USA, 1019-1024.

Gestwicki, P. V., Haddad, A., Toombs, A., & Sun, F. (2009). An experience report and analysis of Java technologies in undergraduate game programming courses. *The Journal of Computing Sciences in Colleges*, *25*(1), 102-108.

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Design Methods
Affinity Diagramming
Brainstorming and Ideation
Card Sorting
Contextual Inquiry
Diary Studies
Interviewing
Mindmapping
Personas and Scenarios
Storyboarding
Survey Design
Usability Testing
Wizard of Oz Testing

Development
Java, C#, C++, C
Arduino, Processing
JavaScript, PHP
HTML, CSS, Flex
MySQL, Oracle
XML, YAML

Prototyping
Arduino
Fireworks
Paper
Physical
Powerpoint

Extracurricular
ACM Student Member,
MLK Design Competition
Judge for Fall 2010,
NSCS Student Member

Interests
Cooking
Free Hugs
Jane Austen Novels
Knitting
People Watching
Piano Performance
Reading