

Elizabeth Bartmess

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Skills and Knowledge Areas

- **User-centered design:** Meet organizations' goals by designing for users' needs, goals, capabilities, and interests, throughout product/process lifecycle. Involve users directly whenever possible.
- **Interface/interaction design:** Create attractive, appealing wireframes, prototypes, and mockups. Develop intuitive information architectures. Document design specifications.
- **Usability testing:** Perform heuristic analyses, comparative evaluations, and vocabulary analyses. Design and carry out surveys, formal usability tests, and experiments. Analyze qualitative and quantitative data.
- **Technologies:** HTML/CSS, Javascript, Adobe Fireworks, Wordpress, statistical software.

Work Experience

Anasazi Heritage Center, Bureau of Land Management, Dolores, Colorado

Education and Interpretation Planner / Presidential Management Fellow (July 2009 – December 2009)

- Developed long-term strategic education/interpretation plan for the Anasazi Heritage Center and Canyons of the Ancients National Monument, through interviews and structured brainstorming with stakeholders.
- Consulted on hiking trail pamphlet redesigns. Recommended changes to increase visitor safety and facilitate trip planning.

U.S. Army Logistics Innovation Agency, New Cumberland, Pennsylvania

Logistics Management Specialist / Presidential Management Fellow (July 2008 – December 2009)

- Evaluated Project Leads' needs through Contextual Inquiry. Recommended process and technology improvements to Board of Directors and Project Leads to enhance collaboration and knowledge-sharing.
- Evaluated functionality and usability of technology support for Project Leads. Recommended new functionalities and changes to enhance usability.
- Wrote interface/interaction style guide for dashboard-software project, to ensure consistency and adherence to best practices.
- Created and revised slides and graphics for internal use and for presentations to Pentagon officials.

Jewelry Television, Knoxville, Tennessee

User Interface Design Engineer Intern (May 2007 – August 2007)

- Redesigned information architecture of interface/interaction style guide for company internal-use software. Implemented new design, updated content, and checked existing software for consistency with style guide.
- Initiated and helped develop recommendations for improved team-client relations and communication during project reviews.
- Assisted with internal customer interviews and follow-on design workshop with software developers.

Education

University of Michigan, School of Information, Ann Arbor, Michigan

Master of Science in Information, Specialization in Human-Computer Interaction (2008)

Master of Science in Psychology (2006); Certificate in Culture and Cognition (2007)

Relevant project:

- **University of Michigan and CADCorporation:** Worked in four-member team to usability-test virtual tour software for recruiting prospective freshmen. Evaluated its functionality, usability, and effectiveness in meeting University goals. Co-presented findings and recommendations to the University's president.

Rice University, Houston, Texas

Bachelor of Arts in Psychology, Summa cum Laude (2001)