

Experience Designer & Artist

Experience designer of interactive technology, who applies a design lens to social causes, using design methods of inquiry to develop sustainable technological experiences with deep and meaningful outcomes.

Education

CARNEGIE MELLON Pittsburgh, PA 2011–2013
Completed 42 credit hours toward PhD in Human–Computer Interaction at the School of Computer Science, Human–Computer Interaction Institute

Randy Pausch Fellow 2011–2012
An award with stipend given to one student in art and one student in technology who are shown to bridge the gap between the two.

INDIANA UNIVERSITY Bloomington, IN 2009–2011
Master of Science, Human–Computer Interaction Design

MIAMI UNIVERSITY Oxford, Ohio 1999–2003
Bachelor of Science, Systems Analysis

Professional Experience

BEHAVIOR Pittsburgh, PA
A start-up company developing a mobile app to assist patients recovering from opioid addiction

Assistant Experience Designer Intern 2019
• Designed and launched surveys in Qualtrics
• Implemented improvements to support network survey resulting in 75% increase in response rate
• Interviewed support network members to gain insights into what makes a network successful
• Assisted with designing user experience flow of the Behavior mobile app for support network

CARNEGIE MELLON Pittsburgh, PA
Graduate Assistant 2011–2013
Human–Computer Interaction Institute
• Identified problem areas for study
• Conducted literature reviews in order to define research questions
• Designed and conducted surveys and interviews
• Communicated research results through written articles, conference workshops, and presentations

INDIANA UNIVERSITY Bloomington, IN
Programming Analyst 2005–2011
Office of the Bursar
• Redesigned and coded Office of the Bursar web site, including CMS for select pages
• Developed web app for reconciling student loans

Methods & Skills

HTML, PHP, Javascript, C++, C#, Java, MySQL; Photoshop, Illustrator, Arduino; Card sorting, cognitive walkthroughs, cultural probes, diary studies, ethnographic observations, experience sampling, focus groups, interviews, product reaction cards, surveys

Teaching Experience

CARNEGIE MELLON

Adjunct Instructor Spring 2020, Fall 2022, Spring 2023

- Co-taught Interaction Design Overview (IXDO) and Interaction Design Studio 1
- As part of a team of instructors, I prepared course material, led lectures and discussions, provided critique and graded student designs

ST ANDREW LUTHERAN CHURCH

WoW Birth to Pre-K Teacher 2018–2019

- Designed and led Sunday School classes for children birth through age 4

INDIANA UNIVERSITY

Interaction Design Practice Mentor Fall 2010

- Advised student teams as they learned to practice interaction design
- Graded and critiqued student work

MIAMI UNIVERSITY

Supplemental Instructor 2002

- Led supplemental instruction classes for undergraduate course, Computer Architecture

Other Experience

WOMEN@SCS

An organization supporting women in the School of Computer Science at Carnegie Mellon University

Sisters Mentor Program Coordinator 2012–2013

- Organized the undergraduate/graduate student mentor program for women in the School of Computer Science at Carnegie Mellon
- Recruited and matched student pairs
- Planned networking events

Grad Sisters Mentor Spring 2012

- Mentored two undergraduate women in SCS

Publications

Family Health Heritage: Sharing and Withholding Across Generations

Sarah Reeder, Jodi Forlizzi, Steven Dow. 2013.

Designing a robot through prototyping in the wild
Selma Šabanović, Sarah Reeder, Bobak Kechavarzi, and Zachary Zimmerman. 2011.

Breakbot: a social motivator for the workplace
Sarah Reeder, Lorelei Kelly, Bobak Kechavarzi, and Selma Šabanović. 2010.

StoryTime: experiencing place through history
Lorelei Kelly, Sarah Reeder, Xuan Wang, and Susan Coleman Morse. 2009.