ELLIE HARMON, PHD

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Expert ethnographer with over a decade of experience getting underneath the surface of what's really happening with people, technology, and work. Creative technologist with enough computer skills to parse raw metagenomic data, develop interactive visualizations, make a git commit, and teach college-level computer programming. Collaborative manager who enjoys supporting novices as they learn to develop their own projects, as well as leading multi-disciplinary teams of experts. Thrives in environments that offer novel challenges and opportunities for trying new things.

Senior Instructor - Computer Science, Portland State University   2017 - 2021

- **Developed four new courses, teaching over 600 students** about UX research, user-centered design, ethics, social computing, and programming in JavaScript and Python.
- **Mentored 8 undergraduate and 2 graduate student researchers** on 7 unique projects
  - One mixed methods study of underrepresented students' experiences inspired reforms to department tutoring program, teaching assistant hiring, and undergraduate curriculum.
- **Co-director, CyberPDX**
  - Co-designed and managed a professional development program to teach programming, cybersecurity, and cyberpclicy to secondary school teachers.
  - Inspired over 90% of participants to integrate cybersecurity in classrooms as diverse as biology, art, and literature, thus introducing key technical competencies to thousands of school students who might never have self-selected into a technology-oriented elective.
  - Managed 6 senior faculty, $100,000 annual budget, and oodles of university and federal government bureaucracy.
  - Responded to funding agency shifts and downsizing by transforming a high school camp into a world-class professional development program for secondary teachers.
  - Delivered three invited presentations at annual program directors' meetings by invitation and in recognition of our innovative approach
- **Interdisciplinary bridge builder and cross-department campus leader**
  - Vice President for Communications, PSU-AAUP
  - Faculty Facilitator, Canvas Consortium, Office of Academic Innovation
  - Cluster Coordinator, Freedom Privacy & Technology, University wide General Education
- **Recognized leader in mentoring and diversity:**
  - 2 college-wide and 2 university-wide awards for mentoring, advising, and diversity (2019, 2019, 2020, 2021)
  - 2018 Faculty Scholar, Grace Hopper Celebration of Women in Computing

UX Principal - Encountering Tech, LLC   2014 - 2017

- **User Centered Design, Content Production, and Web Development,** IG Metall
  - Technical lead for faircrowd.work: Multi-national stakeholder engagement and goal elicitation, prospective user interviews, style guide, information architecture, wireframes, responsive design prototypes, managed graphic designer, implemented HTML/CSS/JS
  - Content production: Surveyed 200 crowd workers; analyzed survey data and synthesized results with third party research for both internal and public facing reports
  - Strategy consultant: developing new remote format for crowd worker workshops
- ***Co-author of Digital labour platforms and the future of work,*** International Labour Office
- **Market intelligence report** on emerging technologies in mindfulness for Intel Labs

Qualitative Research Associate - University of Colorado, Boulder   2015 - 2016

- Contributed to four qualitative research projects showing how new data management technologies impact public engagement and change philanthropic organizations
  - ✦ Five publications at top human-computer interaction venues; one best paper award
  - ✦ Three *exceptional reviewer* awards for feedback on others' work
- Lead organizer of internationally-attended *Designing Against the Status Quo* workshop

Qualitative and Quantitative Researcher - University of California, Irvine   2010 - 2015

- Multiple interview-based and ethnographic research projects investigating computing, work, philanthropy, and home life
  - ✦ Four papers in top tier HCI conferences, three best paper honorable mentions; nine invited talks; one book chapter
- Quantitative analysis and process art project exploring metagenomic data visualization
  - ✦ Co-authored successful funding proposal for UC Institute for Research in the Arts grant
  - ✦ Co-produced exhibit for UCLA Art+Science Center, creating new data visualizations in R and d3.js for bacterial RNA sequence data. See: github.com/el-ee/dirt-map

Human Centered Computing Instructor - University of California, Irvine   2014

- Developed new project-based "Introduction to Human-Computer Interaction" course teaching key customer research and user-centered design techniques: interviewing, observations, cultural probes, personas, prototyping, evaluation, user testing.
- Anonymous student feedback included: "clear, succinct presentation slides and delivery," "extremely organized," "great communication"

Customer Support Engineer - Tellme Networks (Aditi Contractor)   2009 - 2010

- Developed new internal communication pathways to share customer support insights with product managers and UX team.

Designer - Seret & Sons   2007 - 2008

- Worked directly with top clients and sales team to envision, design, and create specs for custom furnishings, textiles, and architectural elements.
- Facilitated successful communication between clients, sales team, and international craftsmen to deliver custom pieces on time and to designed specifications.

Qualitative Researcher - Georgia Tech   2004 - 2007

- Collaborator on three qualitative research projects: innovation in biomedical engineering, augmented reality, and mobile health
- Two publications in top tier HCI venues; won 2nd place in CHI Student Design Competition

EDUCATION & PERSONAL ACCOMPLISHMENTS

PhD	Information and Computer Science, Informatics	UC Irvine	2015
Thru-hike	Pacific Crest Trail, 2650 miles		2013
Thru-hike	Appalachian Trail, 2000 miles		2008
MS	Human-Computer Interaction	Georgia Tech	2007
BS	Computer Science, *Minors: Sociology & Cognitive Science*	Georgia Tech	2004