ELLIE HARMON, PHD

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An expert ethnographer with over a decade of experience getting beneath the surface to find out what's really happening with people, technology, science, and work.

A creative technologist with the computational skills to parse raw metagenomic data, develop interactive visualizations, make a git commit, and teach college-level computer science.

A collaborative manager who enjoys leading multi-disciplinary teams of experts and mentoring novices learning to develop their own projects.

An interdisciplinary educator who loves teaching computer scientists about anthropology and social scientists about computer programming.

My key strengths are my diversity of skills and experiences; my tenacity; and my ability to learn, adapt, and lead new initiatives. I thrive in environments that offer novel challenges and opportunities for collaboration, growth, and experimentation.

Substitute Teacher - Brooklyn Cooperative Preschool   2023 - 2024

- **Substitute teacher** for a class of 2-3 year olds as my family job at this cooperative preschool. Learned CPR and ran the classroom on days when the regular teacher was out. Honed skills in conflict resolution and calm confident leadership.

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
  - A mixed methods study of underrepresented computer science students' experiences inspired reforms to tutoring program, TA hiring, and undergraduate curriculum.
- **Co-designed and managed a professional development program** to teach programming, cybersecurity, and cyberpolicy to middle and high school teachers across all subject areas.
  - Managed 6 senior faculty, $100,000 annual budget, and led successful responses to annual competitive nationwide RFP process.
  - Educated and inspired participants such that over 90% reported confidently integrating cybersecurity content in their teaching across subjects as diverse as biology, art, and literature, thus introducing key technical competencies to thousands of students who might never have self-selected into a technology-focused elective.
  - Successfully responded to funding agency shifts in 2018-19 by re-envisioning a summer camp as a world-class professional development program for middle and high school teachers, winning a grant for the transformed program in a year of nationwide cuts.
- **Recognized leader in mentoring and diversity** five total awards at university and national levels

UX Principal - Encountering Tech, LLC   2014 - 2017

- **User Centered Design, Survey-based Research, Web Development, Strategy,** IG Metall
  - Technical lead for faircrowd.work: Multi-national stakeholder engagement and goal elicitation, prospective user interviews, style guide, information architecture, wireframes, prototyping and feedback solicitation/revisions, implemented HTML/CSS/JS

- ✦ Content development: 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
- ▪ How do new data driven technologies impact public engagement and philanthropic organizations?
- ✦ Five publications at top human-computer interaction venues; one *best paper* award
- ✦ Three *exceptional reviewer* awards for feedback on others' work

Qualitative and Quantitative Researcher - University of California, Irvine　　2010 - 2015
- ▪ How does mobile technology blur the boundaries between work and home?
- ✦ Two papers in top tier HCI conferences, one best paper honorable mention
- ▪ How does social computing change volunteering and non-profit work?
- ✦ Two papers in top tier HCI conferences, two best paper honorable mentions
- ▪ Co-produced process art exhibit exploring metagenomic data processing and visualization at UCLA Art+Science Center, funded by UC Institute for Research in the Arts

Human Centered Computing Instructor - University of California, Irvine　　　2014
- ▪ Developed new project-based "Introduction to Human-Computer Interaction" course integrating customer research and user-centered design techniques
- ▪ 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