

# Elizabeth Whitworth

Wengengasse 14, Ulm 89073, Germany  
elizabethwhitworth@gmail.com, +49 (0) 1727 080105  
<http://www.ewhitworth.com>

'We must acknowledge that as user experience designers we have a broader place in the world than simply delivering value to businesses. We must embrace our role as a cultural force'  
- Jesse James Garrett

I'm a passionate and dedicated user experience researcher and designer. My professional goals are to create products that improve lives, and to utilize technology in beautiful, unique ways.

## Education

---

### **M.A. Human-computer Interaction**

Sept 2006, Carleton University  
Human-Oriented Technology Lab, Ottawa, Canada  
iCORE student scholarship, International student scholarship, EuroPLOP student scholarship, Agile Alliance research funding

### **B.S. Human-computer Interaction**

Jan 2004, New Jersey Institute of Technology  
New Jersey, USA  
Albert Dorman Honors College, Deans list, master's program, GPA: 3.9/4.0

## Core skillset

---

User research planning and execution: field studies, contextual inquiry, questionnaires, user interviews, stakeholder interviews

User experience modeling and design: personas, scenarios, task analysis, mental models, user journeys, design facilitation

Interaction design: concepts, paper prototyping, user flows, wireframes, use cases

Software evaluation: usability testing, walkthroughs, usage and competitive analysis

Software development processes: user experience and agile methods

Excellent written and oral (native) English

German - working communication and presentation skills

## Relevant work experience

---

### **TRANSPOREON GmbH**

Feb 2007 - Present  
User experience analyst

*Projects:* design and delivery of b2b web communication products, introduction of agile software development, definition UX standards, customer projects and workshops.

*Roles:* scrum product owner, user researcher, ux/interaction designer.

### **Carleton University**

Sept 2004 - Sept 2006  
Research assistant/teachers assistant

Researched teamwork in agile software development, online communities, and the use of computer role-playing games as educational tools.

Explored the design of mobile geo-persuasive games as part of the Cybercartography and the New Economy Project.

### **Mercedes-Benz USA, Web Operations Center**

Sept 2003 - Sept 2004  
Intern, Usability & Standards

*Projects:* management information system design, creation of an online product ordering guide, creation of a corporate news hub.

*Roles:* user researcher, interaction designer, usability standards and process definition

### **New Jersey Institute of Technology**

Sept 2002 - Sept 2004  
Research assistant/teachers assistant

Formal usability testing of e-commerce sites and a multi-user haptic interface

## Random facts

---

I like: simplicity, systems, people, innovation, ideas, continuous improvement

When I'm not working you can find me: reading, cooking, dancing, making music, snowboarding, or exploring art and culture