

Cheyenne J. Clark

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Intern - Austin Community College Service Learning

January 2021 - May 2021

Conducted research and designed a solution to help students volunteer through ACC:

- Interfaced with the ACC Service Learning Coordinator to determine desired project outcome, scope the project deliverables and create a project schedule

As part of a team, I developed a research plan, recruited participants to conduct generative research then synthesized and coded the results

Designed a solution based on generative research, conducted usability testing with UserZoom, iterated on the design based on feedback and new insights from usability test

Delivered research results, a tested design solution, and technical roadmap for implementing the design solution

Stay at Home Mom and Student

January 2015 - Present

Managed my household and continued my studies into art and design:

- Supported my son's in-home Applied Behavioral Analyst team of therapists 35-40 hrs a week, taught my son empathy, social cues, managing emotions, and organization
- Extensive exploration of design thinking methods including the double diamond model, crazy eights exercises, personas, scenarios, user research, and human centered design projects
- Applied iterative design to projects that relied heavily on user research to drive design decisions and inform the workflow of the project
- Used design tools such as Sketch, Invision, Figma, and Mural independently or collaboratively to complete projects that centered around identifying user problems and solving for user needs

UI Developer - Double Line Partners

June 2013 - January 2015

Developed and designed User Interfaces for education dashboards:

- Produced user interface mockups and wireframes while adhering to common user experience principles and ADA standards for teacher dashboards for our product in Pennsylvania
- Implemented front-end designs from mock-ups using HTML, CSS, and jQuery and Javascript
- Implemented server side features, as needed, to support front-end requirements using C# and SQL

Product Manager - Operational Test Command, US Army

January 2009 - November 2010

Oversaw a team of contractors building a simulation system for testing digital intel systems:

- Established yearly software requirements with the IMASE Program Manager and coordinated resulting development tasks with the Software Development Lead
- Developed and maintained ISSS project schedule based on PM support deadlines and software development/testing timelines
- Monitored ISSS contract development team, funding expenditures, and hardware/software purchases; coordinated fiscal year funding estimates

Technologist - Operational Test Command, US Army

May 2007 - January 2009

Coordinated the testing of digital battlefield systems with the use of simulations:

- Assisted in the coordination of technical demonstrations of simulations and U.S. Army Battle Command systems for testers and VIPs
- Leveraged knowledge of systems, networks, and processes as a Subject Matter Expert for Information Assurance issues
- Participated in integration events that included multiple simulation systems from different organizations with the shared goal of achieving interoperability between the various systems
- Performed duties as the OTC Visualization Integrated Process Group Lead to research visualization tools in the Joint Services for inclusion in the OTC technology toolkit to support operational testers

Education

**University of
Mary Hardin-Baylor
2003-2007**

*BS Computer Science
Minor: Computer Graphics
Design*

**Austin Community College
2018 - 2021**

*Associate's in User
Experience Design*

Skills

Design Thinking
Research
Synthesizing
Balsamiq
Sketch
Figma
Miro
Adobe Creative Cloud
HTML
CSS
JavaScript
jQuery
Git
Atom
Agile
Task Estimation

Achievements

Achievement Medal for
Civilian Service
Commander's Award for
Civilian Service
Department of Defense
Modeling and Simulation
Award
Taught my autistic son
sarcasm