

Dymen Barkins

User Experience Researcher

CONTACT

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SUMMARY

Master's student with a strong background in design, digital accessibility, and qualitative research methods. Seeking full-time opportunities following expected graduation date of December 2021.

SKILLS

Tools

Figma, Miro, Sketch

Adobe Creative Cloud

HTML/CSS

Qualtrics

Research Methodologies

Survey/Questionnaire Design

Interviews

Workshops/Focus Groups

Usability Testing (Remote/Local)

Comparative Analysis

Qualitative Data Analysis

Competencies

Prototyping

Design Thinking

Moderating Research Sessions

Research Planning and Design

Participant Recruitment

Data Collection and Cleaning

EDUCATION

MS Human-Computer Interaction | Aug 2020 - Dec 2021 (Anticipated)

Concentration in Qualitative Research and Wearable Technology

Rochester Institute of Technology (RIT), Rochester, NY, Aug 2020 - Present

BS Human-Centered Computing | Aug 2016 - May 2020

Concentration in Digital Design, Accessibility, and Instructional Technology

Rochester Institute of Technology (RIT), Rochester, NY

EXPERIENCE

Research Assistant | Center for Accessibility and Inclusive Research Lab (CAIR Lab) | Aug 2020 - Present

- Designed and implemented a participatory study design to explore the ideation process between blind, visually impaired (BVI), and sighted people
- Conducted remote design ten workshops to teach the blind how to use the user-centered design process
- Investigated ways to increase the accessibility of the sketching and ideation process for the blind

Multimedia Specialist | Golisano College of Computing and Information Sciences at RIT | May 2018 - May 2020

- Developed logos, poster layouts, and event marketing materials in Adobe Creative Suite to develop a consistent brand identity across the college
- Managed two social media accounts and posted content to increase engagement with the brand

UX/UI Design Intern | Forbes Media, LLC | Jan 2018 - May 2018

- Examined and identified pain points with Forbes' in-house content management system (CMS) and planned a design strategy to assist with user on-boarding
- Performed an two day long accessibility audit of CMS and spearheaded necessary changes to ensure the platform was accessible
- Created wire frames, high fidelity mock-ups, and prototypes to illustrate solutions to the pain points found

PROJECTS

Pixel Paper | Group Project

An online educational platform created to address the issues and challenges students in a remote learning environment

- Collaborated with a team of four to create an application to alleviate the issue that arose during the pivot from traditional instruction to remote learning
- Conducted interviews with project stakeholders, made personas, and conceptualized a user interface for the project

EasyAccess | Hack-a-thon

A mobile application to make the process of requesting interpreters easier. Won awards for Best UI and Best Hack for Social Good

- Researched issues and pain-points affecting the Deaf Community then interviewed and surveyed Deaf individuals
- Streamlined the process of requesting American Sign Language interpreters and presented the final solution to judges