

brandon caruso

brandoncaruso.com

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I'm an interaction designer with a background in software engineering. I'm interested in exploring the intersection between the digital and physical. I like to build and collaborate with others to generate new ideas and design artifacts for interaction in the broader context.

education

master of

human-computer interaction & design

University of Washington 9.2016 – 8.2017

bachelor of science

software engineering

summa cum laude

SUNY Oswego 8.2013 – 8.2015

work experience

nasa jet propulsion laboratory

intern | 6.2015 – 8.2015

Decreased test setup time by designing, implementing, and testing a Text User Interface for creating and editing test configuration files. Prepared in-house test setup for automation and documented testing process.

walt disney world resort

cast member | 1.2016 – 8.2016

Provided excellent guest service to thousands of guest from around the world. Internalized company methods for providing an unparalleled guest experience and was exposed to the impact of well-implemented service design.

projects

mystery plant

pervasive game concept | 10.2016 – 12.2016

An eight-week team project. Explored pro-environmental behavior change and how gamification can promote change. Purposed a pervasive mobile game that exposes users to gardening and their local gardening community.

louis

braille keyboard prototype | 3.2017

A one-and-a-half-week prototyping project, using physical and electronic prototyping tools to evaluate and build a high fidelity braille keyboard prototype that was functional, inexpensive, ergonomic, and portable.

oslo

multi-modal driving companion | 11.2016

A two-week team project, exploring a multi-modal car navigation system. Crafted a contextually aware speech interface that worked with thoughtful visual displays to help the driver maintain focus on driving.

knock

web application | 1.2015 – 5.2015

An undergraduate capstone project used by a professor at SUNY Oswego to allow students to schedule appointments with the professor based on the professor's Google Calendar and appointment topic.

skills

research

Observation/Interviews
Usability Testing
Participant Screening
Data Analysis &
Synthesis Techniques

design

Structured Design
Methods & Techniques
InVision, Flinto, Keynote
Adobe CC, Sketch
Physical Prototyping

development

Java, Python, C
Software Design
Patterns
Data Structures &
Algorithms
Web Services
HTML, CSS, JS
Android
Software Design
Documentation