

Andrew R McHugh

is a UX Designer on a mission to expand human capability

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Education

Carnegie Mellon University & Madeira Interactive Technologies Institute (Portugal) AUG 2015 – DEC 2016
Master's of Human-Computer Interaction (Dual Degree)

Westminster College (Fulton, MO) AUG 2009 – MAY 2013
Majors: Philosophy & Science of Information
Minors: Mathematics & Physics

Harvard Graduate School of Design SUMMER 2012
Career Discovery Program – Urban Design

Publications & Honors

Top Photosphere in Albuquerque OCT 2016
Over 2,000,000 views for all Google Maps photospheres.

Wall Street Journal JUN 2016
Research group was interviewed by Amy Marcus about our moral decision-making and haptic feedback research.

Book of What If...? DEC 2012 – APR 2016
Author, Published by Beyond Words / Aladdin
Engaging 8-12 year olds with “What If” questions, activities, peer interviews, and expert insights about the universe around them.

Mozilla Gigabit City – Kansas City FEB 2014
Invited Facilitator

Templeton Technology & Religion Project JUL 2011
First Place in Paper Competition

Portfolio & Case Studies, <http://AndrewRMcHugh.rocks>

Experience

Samsung Research America FEB 2017 – (AUG 2017)
UX Designer for VR & AR, Internship

Explore, design, and prototype interactions for future Samsung products – both potential and real. A mixture of individual projects and collaborative design. Under NDA.

Elementary/Echo JAN 2016 – DEC 2016
Project Manager, Prototyping Lead, & UX Designer

Created a transparent, consumer banking product that utilizes learning and prediction for a Portuguese client. Four months of user and market research, four more of design and user testing.

Humane Virtuality JUN 2016 – SEP 2016
UX Designer & Prototyper, Self-Guided Internship

Investigated UX design for VR with week-long design and prototyping sprints, utilizing A-Frame. Findings on Medium.com.

Moral Decision-Making & Haptic Feedback in Virtual Environments OCT 2015 – DEC 2015
UX & Research Methods Designer, Research at Carnegie Mellon

Examined how moral decisions change in VR. Findings: participants with haptic feedback make less utilitarian decisions.

Dasein Design MAY 2014 – AUG 2015
UX Designer & Prototyper, Freelance

Led UX design for startups. Realized visions, from business problems to prototypes and user testing.

Caledon Virtual FEB 2014 – JUN 2015
UX Designer & Front End Developer

Evangelized and led UX design at a full-service marketing agency under the creative director. Designed four apps, two in production. Under NDAs, but allowed to be privately shown.

The What If...? Conference NOV 2010 – JUN 2014
Founder & Chief Curiosity Curator, Producer, Designer

Busted stale thought processes with a TED-esque conference. Brought together highly diverse crowds to be actively curious. Crafted and refined the experiences for 1000+ attendees.

Skills

Exploring Novel Interfaces
Integrating Disciplines
Systems Thinking
User-Centered Research
Distilling Complexity
Rapid Prototyping
Visioning
Entrepreneurship
Non-Complacency

Tools

Sketch
FramerJS
WebVR, A-Frame, Unity
HTML, CSS, JS
Machine Learning
3D Printing
Arduino
Marvel, InVision
Adobe Creative Suite