

## Education

### Carnegie Mellon University

2015 - Masters of Human - Computer Interaction

### Edinboro University of Pennsylvania

2004 - Bachelor of Arts (B.A.), in Applied Media Design

## Skillset

### User Experience

A wide variety of user-centered methodologies as well as a long history of interaction and visual design.

### Software

Adobe Creative Suite  
Axure  
Sublime text

### Programming

HTML, CSS, PHP, Java, Arduino/Processing, Flex

## Portfolio

[www.mikeszegedy.com](http://www.mikeszegedy.com)

*I leave my online portfolio purposely light for privacy and security reasons*

*Additional research, writing and design samples with are available upon request.*

## Summary

I am a User Experience (UX) researcher and designer with a master's in human computer interaction (HCI) and over 17 years of experience across multiple industries and research focus areas. Presently, I work in a classified setting, performing research tasks and developing software for Air Force, Space Force, Homeland Security and other organizations. Previously, I have managed visual and UX teams in several design agencies and have mentored multiple junior designers into senior assets. I have authored whitepapers and other publications published on behalf of Carnegie Mellon University, Airforce and Space Force.

## UX Research & Design Philosophy

As a senior UX asset in a leadership role, I plan and perform contextual user research and usability testing to synthesize design strategy using a wide variety of methodologies. My process includes, observation, building personas, creating task/visual flow diagrams, and conducting end-user interviews to document the end-user requirements. I create artifacts such as competitive analyses and heuristic evaluations to build a landscape from which to draw additional insight and empathy.

## Experience

### UX, Visual and Interaction Lead

02.13 – Present

#### Carnegie Mellon, SEI – CERT

During my tenure I have defined the processes and practices of the craft across multiple departments. I am a shared resource across many teams at the SEI which has given me the opportunity to work on a wide variety of problems and user groups. I have performed research and design across a wide variety of government sponsored systems and platforms. I have worked on large data driven applications, web, mobile and augmented reality applications for many federal and civilian agencies. Currently I maintain TS-SCI clearance and full DHS suitability to support my role.

### Research Associate

04.12 – 04.15

#### Carnegie Mellon University, HCII

In an effort to build by understanding of user research in an academic environment I began working as an RA under Prof. Jason Hong while I was still managing the design department at Celerity. I conducted user research and interviews to support grant-based initiatives. My research sponsors include Google, Samsung, Yahoo and Twitter. My primary focus during this time was contextual notifications on mobile devices as well as non-technical end user programming. I documented system requirements, performed user interviews, usability testing, built wireframes, performed visual design and click-through prototypes in support of the web and mobile applications prescribed by our grant work.

### UX Design and Visual Design Lead

11.10 – 02.13

#### Celerity Innovation Center

In my role at Celerity I was responsible for overseeing a team of 8-12 designers (mixed UX and visual design) assigning tasks, defining efforts as well as mentoring junior designers. I lead projects primarily for consumer healthcare organizations including scoping, requirements gathering, initial research, design and final testing procedures. I established the rules and process for the practice that are still in place today.

### Senior UX and Web Designer

01.10 – 11.10

#### The Push Group

At the Push Group I managed the design team and defined the process and practice across a wide variety of clients ranging from government to industry, building consumer facing applications and conducting research on a variety of platforms (fat-client, web, mobile) as well as advertising contracts.

**SR. Web Producer**

**10.08 – 01.10**

**AANMA**

- Designed concepts/wireframes/UI for flash and web applications
- Full site re-platform and re-launch, analytics integration

**Senior Designer**

**10.07 – 10.08**

**Revolution Health**

- Designed concepts/UI for flash and web interactive applications
- Usability testing and evaluation
- Future concepts of Revolution Health website and microsites used for advertising sales
- Additional print and web design as requested

**Lead UI Designer**

**10.05 – 10.07**

**USPS Online Store**

- UI and visual redesign of The Postal Services' Online Store
- Usability testing and evaluation
- Customer Acceptance Testing and Database testing
- Received an award of recognition from the head of USPS online services upon successful launch for the work completed

**Lead Designer**

**04.05 – 10.05**

**USPS Public Affairs and Communications**

- Print and web design
- Won a "USPS Best of The Best" award

**Junior Designer**

**10.04 - 04.05**

**Carnegie Mellon University**

- Print and web design