

Nina Crosby Walton

cnina@wustl.edu

Education

Washington University in St. Louis

8/27/2018 – Present

John B. Ervin Scholar

BA in Communication Design Candidate, May 2022

Minors in Human-Computer Interaction, and Architecture

Experience

NASA Jet Propulsion Laboratory, Data Visualization and Design Intern

5/17/2021 – Present, 20 hours/week

Skills:

Data Visualization, low to high fidelity wireframing, user research, contextual research

Responsibilities:

- Design and develop interactive and static data visualizations for the NASA climate site
- Assist in early stage UX/UI design of new site pages on climate.nasa.gov

Washington University, Student Technology Services, Student Technology Coordinator

08/16/2021 – Present, 8 hours/week

Skills:

Hardware troubleshooting, customer service, IT management

Responsibilities:

- Residential Computer Lab maintenance
- In-room technical support for residential students
- Student hardware troubleshooting including data backups, hardware diagnostics, including virus/malware removal
- Provide front facing customer support at the on-campus service desk 6-8 hours a week

Carnegie Mellon University, Human-Computer Interaction Institute, Summer Research Assistant

06/01/2021 – 08/06/2021, 40 hours/week

Skills:

Low to high fidelity wireframing, user mapping, technical writing, qualitative and quantitative research

Responsibilities:

- Gather qualitative research on the uses of AI in industry
- Diagram connections between the use cases of AI and UX design
- Design and develop resources for UX designers to assist in the design of AI-enabled products

St. Louis Entrepreneurial Fellowship, MARSfarm, UX/UI Intern

06/01/2020 – 09/18/2020, 40 hours/week

Skills:

Agile product development, low to high fidelity wireframing, data visualization, front end web development, usability testing, stakeholder presentations

Responsibilities:

- Conduct early stage qualitative and quantitative user experience research
- Created digital prototypes following the Agile design methodology
- Conducted bi-monthly usability testing
- Developed interactive and responsive data visualizations

Washington University, Department of Design & Visual Arts, Research Assistant

08/05/2020 – 01/10/2021, 5 hours/week

Skills:

Adobe creative cloud, machine learning

Responsibilities:

- Create AI-generated blended photographs of e-waste dump sites and mound landscapes to draw attention to e-waste, a potential future of the American landscape
- Annotated large datasets of photographs to train the AI and machine learning application, Runaway ML, to detect isolated e-waste material and debris

Iowa State University, Virtual Reality Applications Center, Summer Research Assistant

05/15/2019 – 08/02/2019, 45 hours/week

Skills:

3D modeling, VR development, low to high fidelity wireframing, technical writing, usability testing, research analysis

Responsibilities:

- Conceptualized and built a 3D virtual environment using Maya and Unity
- Conducted Institutional Review Board approved testing on 20+ users
- Co-authored an HCI industry research paper for conference consideration

Community

Washington University in St. Louis Strategic Planning Undergraduate Education Working Group

03/2021 – 09/2021

Responsibilities:

- Attend bi-weekly meetings with a select group of university deans, faculty, and staff
- Shared and discussed the pitfalls in undergraduate student education at the university
- Proposed suggestions for improving undergraduate education for student and faculty

Google Developer Student Club

11/2019 – 02/2020

Skills:

Low to high fidelity wireframing, qualitative and quantitative research, stakeholder presentations, usability testing, human-centered design methods

Responsibilities:

- Developed wireframes to communicate intended design directions to stakeholders
- Drafted core accessibility guidelines for the design and development of the new website

National Organization of Minority Architects (NOMAS), Vice President

11/2018 – 01/2020

Responsibilities:

- Represented the university at the yearly NOMA national conferences
- Assisted in the planning and facilitation of chapter events and meetings

Relevant Coursework

Interaction Design: Understanding Health and Well-Being, Fall 2019

Skills:

Low- high fidelity physical prototyping, user research, usability testing

Project:

As the deliverable for the final project of the class I designed a mobile app that would help a broad and diverse audience increase one's adherence to their medication regime using gamification principles. More about the project: <https://ninacw.com/portfolio/beewell/>

Visual Principles for the Screen, Fall 2020

Skills:

Low- high fidelity physical prototyping, user research, usability testing

Project:

Within the second half of the course, about a 6-week time frame, I explored the design development of a digital site that would display an archive of graphic posters from the Paper Monuments public art and history project in New Orleans, LA. More about the project: <https://ninacw.com/portfolio/paper-monuments/>

Programming Design, Spring 2021

Skills:

Creative coding in Python, data visualization

Course:

Using DrawBot, a creative coding application, and the Python programming language I designed and coded a collection of design applications and tools using rapid iteration. One of the projects I was able to complete was a UX wireframe template maker powered by user input options for the type of device and the number of screens.

Innovating for Defense, Spring 2021

Skills:

Low- high fidelity prototyping, user research, stakeholder presentations, analysis of relevant case studies, information architecture mapping, user journey mapping, data visualization

Course:

Within the span of 15 weeks an interdisciplinary group of my peers and I worked with National Geospatial Intelligence Agency to develop a solution proposal for a better data analysis, organization, and visualization software.

Proficiencies

3D Modeling | AutoCAD, Autodesk Revit, Rhinoceros 3D, Solidworks, Maya, Unity

Print Design | Adobe Creative Cloud (InDesign, Illustrator, Photoshop)

Programming | HTML, CSS, JavaScript, Python, D3.js, Chart.js, Git, GitHub

Prototyping | Figma, Sketch, Adobe XD, 3D Printing, Digital Fabrication

Other | Adobe Premiere Pro, Adobe After Effects, Tableau, Technical Writing, Usability Testing