

Katy Lewis

User Experience Designer

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Work Experience

UX Designer / IBM

JULY 2019 - PRESENT, AUSTIN TX

I solve usability issues and help define IBM Systems Storage Data Protection products with a cross-functional team through leveraging user research and IBM design thinking methodologies. Together with my team, I run design sprints and develop prototypes for concept testing with users and design hand-offs for product releases. Additionally, I facilitate research testing and heuristic evaluations of concept designs and product interfaces.

Within the past year, I have contributed to two IBM Systems Storage product releases, volunteered on three additional IBM projects, helped plan a design summit for 250 IBM Systems designers across IBM world-wide, and co-founded a mixed-reality lab at the IBM Austin Design Studio.

Volunteer Roles and Committees

Volunteer Design Lead for IBM Summer of Service, JUNE - AUG 2020
Planning Committee Co-chair for IBM Systems Design Summit, MAY - OCT 2020
Volunteer Design Coach for IBM Systems Co-Creator Team, MARCH - MAY 2020
Volunteer AR/VR Designer & Developer for IBM Data & AI, JAN - JUNE 2020
Co-Founder of IBM Reality Lab Austin, DEC 2019 - PRESENT

Research Assistant / University of Michigan

NOV 2017 - JUNE 2019, ANN ARBOR MI

I contributed to the design, development and research of augmented and virtual reality projects for academic publications and corporate partners as a Research Assistant in the UM Information Interaction Lab with Professor Michael Nebeling. This research resulted in a published paper at the HCI conference CHI '20 and admittance into two conference workshops, CHI '19 and '20.

Research Intern / University of Michigan

MAY 2018 - AUG 2018, ANN ARBOR MI

I focused on research for rapid prototyping methods for virtual and augmented reality design applications during a Research Fellowship at the University of Michigan Information Interaction Lab with Professor Michael Nebeling. My contributions to this research resulted in a published paper at the HCI conference CHI '19.

Interaction Design GSI / University of Michigan

SEPT 2018 - DEC 2018, ANN ARBOR MI

For one semester, I was a teaching assistant for the School of Information Interaction Design Studio Course. The scope of the course covered the full design process, from formulating a design problem to evaluating the usability of digital prototypes and critique of design concepts. My role involved preparing select lectures, grading course work, individual design critiques and holding office hours.

Education

University of Michigan / MSI

Human-Computer Interaction

2019, ANN ARBOR MI

Virginia Commonwealth University / BFA

Painting & Printmaking

2007, RICHMOND VA

Publications

360proto: Creating Interactive AR/VR Prototypes on Paper
M. Nebeling, K. Madier: CHI '19

XRDirector: A Role-Based Collaborative Immersive Authoring System

M. Nebeling, K. Lewis, Y. Chang, L. Zhu, M. Chung, P. Wang, J. Nebeling: CHI '20

Tools

Design & Prototyping

Illustrator • Sketch • Adobe XD • Invision • After Effects

Programming

HTML • CSS • JS • Vue • React • Python • Unity3D

Research

User Interviews • Contextual Inquiry • Heuristic Evaluation

Past Experience

Design Engineering Manager / Hillphoenix

2017, RICHMOND VA

Junior Front-End Developer / Hays Recruiting - Genworth

2016-2017, RICHMOND VA

Designer & Developer / Freelance

2013-2017, REMOTE