

# BRIDGET WEIS

bridgetweis.contact@gmail.com  
www.bridgetweis.com

## EDUCATION

BDes Interaction Design

**University of Washington** | Sept. 2010-June 2013  
Dean's List Winter 2013, GPA: 3.33

**Loyola Marymount University** | Sept. 2007-Dec. 2009  
Dean's List 2008-09, GPA: 3.04

## TEACHING EXPERIENCE

Adjunct Professor of  
Interaction Design

**Western Washington University** | June 2015-present  
A total of nine courses over the span of four academic quarters.  
Curriculum modified from pre-existing courses within the core design program.

*DSGN 260 Visual Communication Design IV*

Studio course focused on motion graphics and storytelling.  
Students explore Adobe After Effects and Adobe Premier as tools for creating compelling animated shorts.

*DSGN 390 Principles of Interaction Design*

Small and large lecture format course providing an overview of the principles of interaction design as well as a survey of the practice. The course focuses on the fundamentals of the human centered design process, and industry best practices. This course was open to both design majors and non-majors from related fields.

*DSGN 361 Digital Media Design II (Scheduled for spring 2016)*

Studio course focused on approaches and concepts in designing for a digital environment. Includes techniques for user-interface, interactivity, and time-based sequence design..

## PROFESSIONAL EXPERIENCE

Founder and Principal

**bw studio** | Nov 2015-present  
A full-service UX design studio. Services include: concept ideation, user story development, small scale user research, usage scenario storyboarding, information architecture, user interface wireframing, small scale usability testing, visual user interface design, and motion graphics. Currently focused on industrial test and measurement tools.

- User Experience Designer & Usability Specialist** **Fluke Corporation** | June 2013-June 2015  
 As a UX designer at Fluke, I worked with Engineers, Industrial Designers, and the User Interaction team to develop user interfaces for many different types of products. By working with the many different facets of Fluke (Engineering Group, Biomedical, Calibration, and Networks), the User Interaction department helps shape the way end-users experience our products. I also had the opportunity to develop a project for and mentor our 2014 summer intern.
- UX-DNA (Danaher Business System Training Tool)*  
 Worked with a small team to create and lead multiple instances of a workshop teaching the importance of User Centered Design best practices in the product development process. This workshop was geared toward executives, as well as engineering and marketing professionals from a variety of Danaher's subsidiary companies.
- Employee Engagement Committee*  
 Selected to participate in a company-wide initiative to foster an engaging and inspiring work environment. Conducted user research, met with top executives, and brainstormed root causes and possible solutions with international cross-functional teams to develop short-term and long-term actionable goals.
- User Interaction Designer** **Fluke Networks** | Oct. 2012-June 2013  
 Contract designer of visuals for animated instructional sequences and product interfaces, working from initial ideation through to production of final assets.
- Undergraduate Research Fellowship** **University of Washington iSchool** | Sept. 2012-June 2013  
 Co-designed and tested a web-based user interface to facilitate social connections within cancer patient communities. Design based on research conducted by graduate students from the University of Washington Information School.
- Research Advisors*  
 Wanda Pratt, PhD, Professor, University of Washington  
 David McDonald, PhD, Professor, University of Washington
- User Interaction Design Intern** **Fluke Corporation** | June 2012-Sept. 2012  
 Led the visual and interaction design of a touch screen interface, influenced the design of three other UIs ranging from icons and visual design, to physical build layout, and functional diagram.

## **CREATIVE & SCHOLARLY**

- Presentations** **Design Education/Career Retrospective** | Feb. 2015  
 Guest lectured about career advice for introductory Industrial Design course at the University of Washington, DSGN 211.
- UW Undergraduate Research Symposium** | May 2013  
 Selected to co-present undergraduate research project.
- DUB Retreat, Research Poster Session** | April 2013  
 Selected to co-present undergraduate research project.
- Internship Overview** | Nov. 2012  
 "Hindsight 20/20" event at the University of Washington.

**DUB Retreat, Research Poster Session** | April 2012  
Selected to co-present undergraduate design coursework.

**Citations** Kelley, Peter. "From Crate to Plate: Students Study How to Improve Campus Access to Fresh Local Food." *UW Today* 22 Dec. 2011, Learning sec. Web.

**Exhibitions** **Bachelor's of Design Show** | June 2013  
Jacob Lawrence Gallery, University of Washington, Seattle, WA  
**"Moon River"** | Nov. 2009  
Laband Gallery, Loyola Marymount University, Los Angeles, CA

### **AFFILIATIONS**

**Board of Directors** IxDA Seattle | June 2013–Present  
**Active Member** Puget Sound SIGCHI | June 2013–Present  
**Active Member** IA/UX Meetup | June 2015–Present  
**Active Member** AIGA | Sep. 2010–Present  
**Student Member** IXDAuw | Sep. 2010–June 2013

### **COMMUNITY SERVICE**

**Volunteer** **Heroes for the Homeless** | Feb 2015–present  
Independent non-profit volunteer organization that provides emergency supplies to the most vulnerable of Seattle's homeless community. Volunteers spend one-two Saturdays per month traveling by car and foot to hand-deliver supplies to those in need throughout the Seattle area.

**Artist Mentor** **ArtSmart** | Sept. 2009–Dec. 2009  
Led a small team of undergraduate students (from Loyola Marymount) in the design and implementation of Kindergarten art curriculum for Westside Global Awareness K-8 Magnet School, of Los Angeles Unified School District.

### **KNOWLEDGE & TECHNICAL SKILLS**

**Software Proficiencies** Adobe After Effects CC  
Adobe Illustrator CC  
Adobe InDesign CC  
Adobe Muse CC  
Adobe Photoshop CC  
Adobe Premier Pro CC  
FontForge  
OmniGraffle  
Specctr Pro  
Axure

**Training & Professional  
Development**

**Mentor Mornings** | May 2014-Dec. 2015  
Ted Leonhardt, Seattle, WA

**UX Designer's Guide to Responsive Design** | July 2014  
School of Visual Concepts, Seattle, WA

**Introduction to Beacons** | May 2014  
Makerhaus, Seattle, WA

**Silkscreening 101** | May 2014  
VERA Project, Seattle, WA

**Design Camp** | Oct. 2013  
AIGA Minnesota's regional design conference.

**Startup Weekend UW** | Jan. 2013  
University of Washington, Seattle, WA