

Creative Technologist
claremarie.info

AWARDS

2ND PLACE, CHI SDC
for designing to level the playing field

DELPHIX SCHOLARSHIP
for developing Mickey Ears 2.0

REVERIE SCHOLARSHIP
for innovation in design & technology

LIVE MAS SCHOLARSHIP
for dreamers, creators & innovators

MAX GOLDSTEIN PRIZE
for creativity in computing

RESEARCH

VIRTUAL REALITY IN HCI
CMU - Anind Dey

EMERGING TECHNOLOGIES
NYU - Craig Kapp

THEME PARK DESIGN
NYU - Cynthia Allen

LEADERSHIP

MHCI REPRESENTATIVE
CMU Graduate Student Association

EXECUTIVE BOARD
Design, Tech@NYU

VP OF COMMUNICATIONS
NYU Inter-Residence Hall Council

GET IN TOUCH

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CLARE MARIE CARROLL

EXPERIENCE

R&D DESIGN TOOLS UI & UX - [Walt Disney Imagineering](#)

Designing and developing software user interfaces for top secret R&D projects.

TECH LEAD - [Bloomberg LP + CMU](#)

Designed and developed Stockgrok, a tool for making financial graphs and data accessible to the visually impaired. Bloomberg sponsored capstone project for CMU.

VR GENERALIST - [VRB \(Acquired by Samsung\)](#)

Worked on VRB Foto: a virtual reality, spherical photo sharing application. Redesigned and implemented the vrb.is website and designed the vrbfoto.is website. Designed promotional material for the Samsung Accelerator as a whole.

UX DESIGNER & DEVELOPER - [Body Labs \(Acquired by Amazon\)](#)

Designed interfaces and prototypes for internal and external body model creation tools. Built VR/AR demos for POCs and conferences such as CES.

VR RESEARCHER - [NYU Media Research Lab](#)

User experience designer and researcher for the original Holojam experience. Demoed at various venues including SIGGRAPH 2015.

CONTRACT GRAPHIC DESIGNER - [The Music Center](#)

Designed the advertising campaign and promotional materials for the Music Center's Spotlight Awards 2014 and 2015 seasons.

WEBMASTER - [NYU Courant Institute](#)

Spearheaded the redesign of the Math, CS, and CIMS websites. Maintained all faculty and staff pages. Assisted the IT support staff as needed.

EDUCATION

MHCI - [CARNEGIE MELLON UNIVERSITY 2017](#)

Human-Computer Interaction

BA - [NEW YORK UNIVERSITY 2015](#)

Design Aesthetics and Interactive Media. Minor in Web Applications

EXPERTISE

Rapid Prototyping, Iterative Concept Ideation, User Experience Design, User-Centered Design, Interaction Design, Web Development, AR/VR, Physical Fabrication, User-Interface Design, Graphic Design, Motion Graphic Design, 3D Modeling, Branding & Identity, User Research, Usability Testing, Playtesting, Accessibility Design, Contextual Inquiry, Heuristic Evaluation, Agile, Project Management, Public Speaking, Photography

TOOLS / SOFTWARE / LANGUAGES

Java/Processing, Javascript/JQuery, Three.js, D3.js, Python, HTML/CSS/SASS, C#/Unity3D, Maya, Axure, C++/Arduino, Raspberry Pi, Eagle, Git, Apple Keynote, Adobe Creative Suite, Microsoft Office, Google Apps