BENNETT HUFFMAN

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Design Technologist

EDUCATION /

Carnegie Mellon University
GPA: 3.77 / 4.0 (Honors)
B.S. in Information Systems &
Human-Computer Interaction

SKILLS /

Code
HTML & CSS
JavaScript, React, D3, THREE.js
SQL, MongoDB
Basic Python + ML
Flutter, React Native, SwiftUI

Tools
Figma, Sketch, Mural, Miro
After Effects
Premiere Pro, Photoshop
Logic Pro X

UX Research
Information Architecture
Wireframing
Rapid Prototyping
Think Alouds, Interviews
Contextual Inquiry
Affinity Diagramming
Scenarios / Storyboarding
Design Systems

SELECT COURSEWORK /

05-317 / Design of Artificial
Intelligence Products (TA)

05-430 / Programming Usable
Interfaces

05-410 / User-Centered Research
& Evaluation

05-499 / Inclusive Tangible &
Material Interfaces

05-410 / Perception

EXPERIENCES /

NASA JPL
Incoming 08.2022
Pasadena, CA

User Interface Developer
Building interfaces for mission operations focused on autonomy in the User Interface Development Group.

NASA JPL
07.2021 - 04.2021
Remote

UX Design Intern
Designed interfaces to explore new autonomous behavior in mission planning. Interviewed several scientists and engineers to model autonomy workflows. Coded three fully-functional interface prototypes for more advanced testing.

Samsung
05.2021 - 07.2021
Remote

UI/UX Intern
Developed greeting interaction model for NEON, a real-time, conversational Artificial Human technology at STAR Labs, an independent future factory of Samsung.

NOVID
03.2020 - 07.2021
Pittsburgh, PA

Design Lead
Pioneered UI/UX and visual design for the first pre-exposure notification app to prevent pandemics. Led iOS & Android app design, dashboards, website, print, etc. Reached 125,000+ downloads across several institution-specific deployments.

Mastercard
06.2020 - 07.2020
Remote

User Experience Intern
Introduced new prototypes for components of the Mastercard Intelligence Center 2.0 enterprise tool. Conducted user research with five key client liaisons.

HCII
01.2019 - 05.2019
Pittsburgh, PA

Research Assistant
Generated scenarios, created storyboards, and conducted user interviews. Identified implications of Alexa, Google Home, etc. in multi-user homes. Paper published in CHI 2020.
[Paper Download ↗](#)

LEADERSHIP /

MoonRanger
01.2022 - 05.2022
Pittsburgh, PA

Designer, Technical Lead (BHCI Capstone 2022)
Leading technical implementation of the software mission control interface designs for the first micro-rover to explore ice on the lunar south pole in 2023. Contract with NASA.

User Experience Association
08.2021 - current
Pittsburgh, PA

Vice President of Programming
Organizing bi-weekly professional events and programs, recruitment workshops, panels, and community-building for 75-100 members.

TEDxCMU
04.2020 - 04.2021
Pittsburgh, PA

Co-President
Responsible for leading 31+ event organizers. Previously Head of Innovation & team member. Built board's first web app + technologies to improve the TEDx event experience for our 500+ annual attendees.