

McKenzie Carlile

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Education

University of Southern California

School of Cinematic Arts
BA Interactive Media with Honors, 2015
Phi Beta Kappa, Magna Cum Laude

Skills

Design + Research

Design Thinking
Workshop Facilitation
UX / Interaction Design
Design Research
Prototyping

Programming

HTML / CSS / JS
Processing & Arduino
C#
Java

Software

Sketch
Framer
Adobe CC
GitHub
InVision
Unity 3D

Honors

Microsoft Endowed Fellowship
USC Mortar Board
Finalist: Nike+ Design Competition
Rose Family Foundation Fellowship
Cohen Scholar

Experience

Google

Interaction Designer

Mountain View, October 2018 - present

I help research and design products that enable Googlers to interact with powerful internal infrastructure and services.

IBM

Product Designer

Austin, January 2017 - April 2018

As a Product Designer on the Watson Data Platform, I focused on researching the ways data science teams work together and designed experiences that help them find, organize and analyze information.

Associate Designer

Austin, August 2015 - January 2017

IBM's Associate Designer program taught me how to use design thinking practices and research methodology at scale. During my first project with the company, I helped design human-centered legal products for some of the world's largest companies and big data preparation tools for IBM Cloud.

Amazon

User Experience Design Intern

Seattle, June 2014 - August 2014

For my summer internship project, I researched, designed and prototyped a solution to assist Amazon Prime customers discover free books, music and video content.

Disney Interactive

User Experience Design Intern

Glendale, January 2013 - July 2013

During my six-month internship with Disney Interactive, I designed mobile-responsive wireframes, developed sitemaps and created interactive prototypes for several disney.com subdomains.

USC Mobile & Environmental Media Lab

Undergraduate Research Assisant

Los Angeles, June 2012 - May 2014

At the USC Mobile and Environmental Media Lab, we used sensor data to prototype fun and engaging interactions between drivers and their MINI Coopers.

Primitive Spark

User Experience Design Intern

Los Angeles, April 2012 - August 2012

While interning at Primitive Spark, I was introduced to the UX Design process. I was responsible for drafting user flow diagrams and wireframes for an enterprise dashboard.