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justin rheinfrank

My goal is to leverage the relationship between physical and digital interfaces to design products that fit seamlessly into larger systems and services that can improve the human condition.

employment

Design Lead, NASA MHCI Capstone Project
Mountain View, CA | Spring - Summer 2008
Lead a team of masters students through the design process of software for planning manned missions to Mars.

User Experience Design Intern, Google, Inc.
Mountain View, CA | Summer 2007
Researched, designed and prototyped integral components to the functionality of Google Maps. Participated in high-level brainstorming and conceptualization of future versions of the online mapping service.

Design and Design Research Intern, Bodymedia, Inc
Pittsburgh, PA | Summer 2006
Processed, compiled and created an intranet to store user research for internal and client distribution on a current body monitoring device and software. Also conducted research that informed design decisions on future products.

Industrial Design Intern, LetterThirteen Design
Pittsburgh, PA | Spring 2006
Developed and ideated concepts in the form of information design, high-fidelity prototypes, and illustrations. Clients include Bayer Materials, Exoticars, and Promedica.

Beginner Apprentice, PP Møblier
Allerød, Denmark | Summer 2005
Learned the need for craft and attention to detail through manufacturing and finishing the furniture of Danish designer Hans J. Wegner.

Architecture Intern, Christopher Alexander
Berkeley, CA | Spring 2003
Interned at the architecture firm of Christopher Alexander, famous architect and creator of "pattern language". Learned professor Alexander's unique methods and approaches to building.

relevant experience

Interface Designer, Charles River Analytics
Cambridge, MA | Spring 2008
Responsible for conceptualizing a user-friendly interface for an advanced argument engine geared towards web 2.0 audience, as well as a more professional audience.

Team Leader, Tessera Inc.
Interaction Studio | Fall 2007
Lead a multidisciplinary team of five senior students to explore the future of mobile communication, with emphasis on how technology can be used to help mobile workers.

Interaction Designer, General Motors
Industrial Design Studio | Fall 2007
Designed an innovative and intuitive alternative to the standard windshield wiper control, leveraging pressure sensors and lighting to provide proper feed-forward and feedback.

Independent Study, General Electric
Independent Study | Spring 2006
Ideated, researched and prototyped a line of appliances targeted at an aging baby boomer population. Project involved working with a multidisciplinary team of undergraduate and graduate students. Published in *ID* and *Appliance Design Magazine*.

Designer, TU/e
Product Design Through Movement | Spring 2006
Constructed an interactive and dynamic lighting system under instruction from three professors from the Technical University of Eindhoven that reflects a deep understanding of user movement, emotion, and values.

Teaching Assistant, School of Design
Design Drawing I | Fall 2005
Selected by professors as a teaching assistant for a foundation drawing class of 45 students.

education

Carnegie Mellon University <i>Pittsburgh, PA</i> Masters of human-computer interaction December 2008	Franklin College in Switzerland <i>Lugano, Switzerland</i> Year abroad with general liberal arts focus
bfa industrial design second major in human computer interaction May 2008	

proficiency

Contextual Inquiry & Design	Adobe Creative Suite
Conceptual Modelling	Microsoft Office
Usability Inspection Methods	SolidWorks
Rapid Prototyping	MAX/MSP, C, Actionscript
Darkroom Photography	Web standards