

Alejandro Romero

Designer & Developer

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Experience

Brown HCI Lab • Researcher

Sep 2021 - Pres • Providence, RI

- Worked with interdisciplinary researchers to design and develop novel experiences in Snap Spectacles
- Prototyped AR utility features and cross-platform interactions
- Worked with perceptual psychology experts to validate implementation decisions

Blizzard Entertainment • UX Design Intern

Jun 2021 - Sep 2021 • Irvine, CA

- Led design, research, and prototyping of two major features set to reach millions of Activision-Blizzard players, end-to-end
- Collaborated with engineers, PMs, and designers across teams to gather feedback and iterate on designs
- Sought feedback in Agile framework via design reviews and engineer grooming sessions

NASA Ames • VR Dev + UX Design Intern

Aug 2021 - Dec 2021 • Mountain View, CA

- Designed and implemented features in VR app allowing users to explore Mars using real MSL rover data
- Created engine from scratch for querying NASA databases and parsing millions of data points
- Wrote and optimized algorithms for sorting datapoints and designed/coded UI element interactions

NASA Glenn • Human-Computer Interaction Intern

Jun 2020 - Aug 2020 • Cleveland, OH

- Worked on VR/AR + UI/UX solutions in various NASA projects at Glenn Research Center's Graphics and Visualization lab
- Collaborated with R&D experts to design applications by use of natural user interfaces and remote collaborative experiences
- Defined key design and implementation decisions

Infina, Ltd. • Interactive Developer Intern

Jul 2019 - Sep 2019 • McLean, VA

- Designed and developed (full stack) interactive apps for the Federal Aviation Administration (FAA)
- Demoed projects to CEO, VPs, Directors, and groups of over 30
- Integrated VR, AR, infrared tracking, live webcam feeds, and voice recognition to enhance app accessibility

Brown Biomechanics Lab • Research Assistant

Feb 2018 - May 2020 • Providence, RI

- Designed and built interactive 3D visualization programs and presented to interdisciplinary team of 10
- Defined an application's core user journey through mockups
- Developed independent research project allowing users to visualize martial art techniques from motion data

Education

Brown University

Sep 2017 - May 2021 • Providence, RI
B.A. Computer Science (4.0 GPA)
B.A. Psychology (3.96 GPA)

Brown University (+ Harvard Coursework)

Sep 2021 - May 2022 • Providence, RI
M.S. Computer Science (HCI)

Activities

Brown Taekwondo • Instructor

Taught curriculum to classes of children, university students, and adults. Helped organize team events & coach competitors.

Mosaic+ • Member

Active member of Mosaic+ community to make Computer Science more accessible to underrepresented groups.

US Coast Guard • Volunteer

Beach cleanup volunteer. Helped lead clean-up activities on base.

Skills

Design

Illustration and UI graphics • 3D modeling and rendering • Concept sketching • Wireframes and mockups with Figma and Illustrator • User flows • Design Critique • Prototyping

Technical

Java • Python • C# • Unity
R • MATLAB • JavaScript • HTML/CSS • Blender • Adobe Creative Suite

Research

Task analysis • Persona hypotheses • Data analysis • A/B testing and iteration • Cognitive walkthrough • User testing

Languages

Native English • Native Spanish • Limited Latin • Limited Korean