

# Daniel M Greenblatt

Address: #2013-1121 6th Ave. SW, Calgary,  
AB T2P 5J4, Canada

Mobile: 403-918-6665

Email: dan.greenblatt@gmail.com

Web: www.dangreenblatt.com

## Objective

I intend to obtain a full-time position as an interaction designer at a technology company, consulting firm or other organization that values creativity and a user-centered design methodology. I possess expertise and have demonstrated proficiency in the diverse but allied domains of visual communication, software development, user interface and user experience design, and have worked in environments ranging from pure research to product development. This combination of experiences puts me in a unique position to innovate while leveraging the needs of customers, constraints of engineering, and abilities of my colleagues.

## Education

**Georgia Institute of Technology**, Atlanta, GA

Degree: M.S. In Human Computer Interaction, May 2007

Cumulative GPA: 3.91 on a 4.0 scale

**Duke University**, Durham, North Carolina

Degrees: B.A. in Computer Science, Certificate Program in Genetics, May 2002

Cumulative GPA: 3.45 on a 4.0 scale

## Experience

**User Experience Group**, SMART Technologies ULC, Calgary, AB July 2009 - Present

*User Experience Specialist:* Advocate customer needs throughout the development of software and hardware solutions for the education market. Working in cross-functional Agile development teams, responsibilities range from exploratory ethnographic research, to user interface design and prototyping, and usability testing. Develop additional training and documentation materials.

**Experience Planning Team**, Motorola Inc., Chicago, IL August 2007 - June 2009

*Interaction Designer:* Created compelling mobile experiences, from research, to ideation, to detailed design and prototyping, working within the constraints of both the tactical and strategic timeframes. Coordinated with various stakeholders, including research labs, technical marketing, media designers and product teams in order to align experiences with larger business goals and successfully drive them into products.

**Media Computing Group**, RWTH Aachen University, Aachen, Germany June 2007 - August 2007

*Research Assistant:* Refined a software library that supported bluetooth communication between a computer and the Nintendo Wii Remote. Responsibilities included optimization of an existing code base, bug fixes and the addition of features to facilitate integration into new projects. Updated library is currently being used in ongoing research within the laboratory.

**Multimedia Experience UI Group**, Nokia, Oulu, Finland May 2006 - August 2006

*Summer intern:* Collaborated with a cross-disciplinary team of user interface/graphic/sound designers on projects exploring next generation multimedia software applications for mobile devices. Responsible for creating Flash simulations from user interface specifications and designing and conducting qualitative studies of technology use. Also developed a recipe viewing application for the Nokia 770 internet tablet.

**Everyday Computing Lab**, Georgia Institute of Technology, Atlanta, GA September 2005 - May 2007

*Graduate Research Assistant:* Conducted research as part of a home healthcare project funded by Siemens. Responsible for the design and implementation of a mobile application that was used to collect data about health-related decision-making processes in patients with chronic conditions.

**UCSF Computer Graphics Lab**, UCSF, San Francisco, CA July 2002 - July 2005

*Programmer / Analyst:* Worked as part of a five-person development team on the 'Chimera' molecular modeling system. Responsibilities included development of new features, writing of user- and programmer-level documentation, responding to user feedback, managing regression test procedures, and various dissemination activities including designing web pages, conducting training workshops, and contributing to research papers.

*Undergraduate Teaching Assistant:* Supported students in an introductory computer science course, Computer Science Fundamentals. Responsibilities included providing in-class assistance for completing assignments, as well as running a weekly extra help session to review course material.

## Publications

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L. Mamykina, A. Miller, E. Mynatt, and D. Greenblatt: **Constructing Identities Through Storytelling in Diabetes Management**. Full paper to appear in the *Proceedings of the ACM Conference on Human Factors in Computing Systems* (CHI 2010).

L. Mamykina, E. Mynatt, P. Davidson, and D. Greenblatt: **MAHI: Investigation of Social Scaffolding for Reflective Thinking in Diabetes Management**. *Proceedings of the ACM Conference on Human Factors in Computing Systems* (CHI 2008).

K. Mäkelä, S. Belt, D. Greenblatt, and J. Häkkinen: **Mobile interaction with visual and RFID tags: a field study on user perceptions**. Note in the *Proceedings of the ACM Conference on Human Factors in Computing Systems* (CHI 2007): 991-994.

A. Dearden, A. Light, S. Dray, J.C. Thomas, M. Best, C. Buckhalter, D. Greenblatt, G. Krishnan, and N. Sambasivan: **User centered design and international development**. Workshop proposal in the *Extended Abstracts of the ACM Conference on Human Factors in Computing Systems* (CHI 2007): 2825-2828.

U. Pieper, N. Eswar, H. Braberg, M.S. Madhusudhan, F.P. Davis, A.C. Stuart, N. Mirkovic, A. Rossi, M.A. Marti-Renom, A. Fiser, B. Webb, D. Greenblatt, C.C. Huang, T.E. Ferrin, and A. Sali, **MODBASE, A Database of Annotated Comparative Protein Structure Models, and Associated Resources**, *Nucleic Acids Research* 32(1):D217-D222, 2004.

E.F. Pettersen, T.D. Goddard, C.C. Huang, G.S. Couch, D.M. Greenblatt, E.C. Meng, and T.E. Ferrin, **UCSF Chimera - A Visualization System for Exploratory Research and Analysis**, *Journal of Computational Chemistry*, 25(13):1605-1612, 2004.

T.E. Ferrin, C.C. Huang, D.M. Greenblatt, D. Stryke, K.M. Giacomini, and J.H. Morris, **Enhancing Data Sharing in Collaborative Research Projects with DASH**, *Proceedings of the 2005 Pacific Symposium on Biocomputing*.

## Technical Skills

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<b>Programming</b>	Developing on the Linux, Windows, and Macintosh platforms, HTML, XML, Python, Java 2 Standard (J2SE) and Micro Edition (J2ME), Objective-C, Adobe Flex Builder and MXML, PHP, MySQL, Agile software development methodology, object-oriented software design
<b>Design</b>	Illustrator, Flash (including ActionScript), Dreamweaver, Cascading Style Sheets (CSS), software and paper prototyping techniques
<b>Usability</b>	Formative (questionnaires, interviews) and summative (cognitive walkthrough, heuristic evaluation, think-aloud, focus groups) evaluation techniques, qualitative field methods

## Interests

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Hiking, cooking, tutoring, triathlon, travel