

Braden King

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Design Researcher & Strategist that adds value by bringing a strong background in cognitive psychology & design thinking to the team. Experienced in generative & evaluative research methodologies, as well as qualitative & quantitative techniques. Believes all humans are born as creative researchers & feels grateful to work as one full time.

EDUCATION

Master of Science in Human Computer Interaction Design | *Indiana University* | *May 2018*

Bachelor of Science in Psychology with Human-Centered Computing Minor | *Indiana University* | *May 2016*

EXPERIENCE

Design Researcher & Strategist - g2o (formerly ICC/Clutch) | *June 2018 - present* | *Columbus, OH*

- Partnered with banking, retail, & government clients to plan & conduct generative & evaluative research with users
- Synthesize findings into actionable insights & strategic recommendations for clients to generate business value
- Worked on internal side projects to improve the culture as our company grew & went through a rebrand

Associate Instructor - Indiana University | *Aug. 2016 - May 2018* | *Bloomington, IN*

- Provided graduate students with guidance and critique throughout their design processes to help develop design thinking skills
- Designed slide decks & led discussions to teach 39 students about the mutual shaping of technology and society

Project Manager - Cognitive Development Research Lab | *May 2017 - Aug. 2017* | *Bloomington, IN*

- Managed a new research project from conception to analysis to explore how infants develop language & object recognition
- Learned quantitative methods by collecting, cleaning, analyzing, & visualizing ~80,000 survey results from Mechanical Turk

Research Assistant - Cognitive Development Research Lab | *May 2014 - May 2016* | *Bloomington, IN*

- Curated and analyzed data from the largest infant head-cam database in the world to investigate infant cognitive development
- Trained new research assistant on methods & protocols for a variety of research projects

Design Researcher - Pudiyador | *May 2015 - Aug. 2015* | *Chennai, India*

- Conducted exploratory qualitative research with staff to develop an information flow diagram to inform the board of directors
- Led participatory design sessions & usability testing to redesign the internal digital system of the NGO
- Project resulted in decreased cognitive load of staff & new initiatives to improve the education of Pudiyador's children

Zip-line Tour Guide & Team Building Facilitator - Rawhide Ranch | *Summer 2014 & Summer 2016* | *Nashville, IN*

- Refined 'people skills' by entertaining groups of customers throughout an hour-long zip-lining experience
- Facilitated team building sessions to help groups of people form stronger connections & improve communication

COMMUNITY BUILDING

Service Design Global Conference 2019 Volunteer | *Toronto, Canada* | *October 2019*

2018 Computer Human Interaction Conference Student Volunteer | *Montreal, Canada* | *April 2018*

Interaction Design Practice Course Mentor | *Indiana University* | *Fall 2017*

Visual Foundations Open Labs Co-Founder | *Indiana University* | *Fall 2017*

Hoosier Leadership Program Facilitator | *Indiana University* | *Spring 2017 & Fall 2017*

Graduate and Professional Student Government Representative | *Indiana University* | *Fall 2016 & Spring 2017*