

# Zach Pease

2921 St. Paul st Apt 2  
Baltimore, MD, 21218  
240.421.3812  
Zapease@zapdesigns.net

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## Summary

I am human-centered user experience researcher and designer. I have a passion for developing user experiences that are engaging, intuitive, and accessible driven by mixed-methods research. I strongly believe that the key to a delightful user experience is a design powered by the stories that users tell.

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## User Experience Skills

### Research

- Interviews
- Survey Design and Analysis
- Usability Testing and Analysis
- 508 Compliance
- C.O.P.P.A Compliance
- Eye-Tracking Tests & Analysis
- Competitive Assesements
- Heuristic Analysis

### Design

- High and Low Fidelity Prototyping
- High and Low Fidelity Wireframing
- Personas
- HTML5/CSS3/JavaScript
- Typography
- Adobe Creative Suite
- Data Visualization (Tableau)
- Information Architecture

### Interpersonal

- Leadership
  - Teamwork
  - Effective Communication
  - Problem Solving
  - Multidisciplinary Perspectives
  - Working With Children
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## Relevant Experience

**Research Assistant** University of Baltimore 5/2015 to Present  
I Coordinate research for the KidsTeamUB research team. Through collaborative design, KidsteamUB works with children as equal design partners to develop new technologies for kids. Using existing, and developing new, qualitative research methods we explore designs centered on children's perspectives. Partners of KidsTeamUB include NPR and the Nationals Park Service.

**Data Visualization Designer** US Courts 8/2016 to Present  
I work with a team of statisticians and business analysts designing data visualizations for presentation to members of the federal judiciary. I oversee aesthetics and design, develop wireframes, and do research on best practices.

**UX Research Intern** Google 5/2016 to 8/2016  
I worked with an interdisciplinary research team developing new technologies for children, with a focus on mixed methods (Interviews, Surveys, Biometrics). I also supported a larger development team on user centered research.

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## Education

M.S. Interaction Design	University of Baltimore	5/2017 (expected)
B.A. History	Georgia State University	12/2009

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## Publication History

Inclusive Co-Design within a Three-Dimensional Game Environment. Walsh, Donahue, Pease. *IDC '16: Proceedings of the 15th International Conference on Interaction Design and Children*  
In this paper we outline the results of a series of tests with child participants in an online game environment intended to simulate an in-person collaborative design environment.

COPPA COMPLIANCE: A Cooperative Inquiry Approach. Pease & Walsh. *Proceedings of the 2016 CHI Conference Extended Abstracts on Human Factors in Computing Systems*  
In this paper I outline design considerations, developed in collaboartion with children age 7-11, for tools facilitating online activity that complies with the Children's Online Privacy Protection Act(C.O.P.P.A).