

Robin S. Stewart

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www.robinstewart.com

Experience

SOFTWARE DEVELOPER, The Omni Group (2008-2011) *Seattle, WA*

- ♦ Led design and engineering for OmniGraphSketcher for Mac and iPad, a set of applications for illustrative charting.
- ♦ Designed interfaces, crafted information architectures, and implemented features for several other applications.
- ♦ Oversaw usability testing for all Omni software.
- ♦ Presented work at venues including the international conference on human-computer interaction.

SOFTWARE ENTREPRENEUR, Mac OS X platform (2003-2008)

- ♦ Designed and developed a full-featured graphical software application with over 25,000 lines of code.
- ♦ Conducted usability research including user studies, heuristic evaluations, and surveys.
- ♦ Managed marketing, sales, documentation, customer support, and strategic planning for future releases.
- ♦ Achieved \$10,000 in revenue and was acquired by The Omni Group in 2008 to become OmniGraphSketcher.

USER EXPERIENCE ENGINEER, Socrata, Inc. (Summer 2008) *Seattle, WA*

- ♦ Worked with the Director of User Experience to improve the online spreadsheet-like interface for sharing data.

RESEARCH INTERN, Endeca Technologies (Summer 2007) *Cambridge, MA*

- ♦ Created a novel interface for precisely exploring large collections of text documents based on sentence structure.
- ♦ Collaborated with the User Experience team and others to refine the design and run an 11-person user study.

INTERN, Kinetic Books Company (Summer 2003 and Summer 2004) *Seattle, WA*

- ♦ Designed and programmed physics simulations for a web-based physics textbook.

WEBSITE DESIGNER, Freelance (1998-present)

- ♦ Created over 20 websites for companies, student organizations, and individuals (see www.robinstewart.com/products).
- ♦ Implement all aspects, including information architecture, visual design, and programming for database-driven content.

Technical and Design Skills

Programming Languages: Objective-C, C, C++, Java, Python, JavaScript, HTML, PHP, SQL, and many others.

Libraries/Frameworks: Cocoa (Apple iOS and Mac OS X), Adobe Flex, OpenGL, CSS, SVG, StarLogo, et al.

Design Tools: OmniGraffle; Adobe Photoshop, Dreamweaver, Fireworks, InDesign, and Illustrator.

Education

MASSACHUSETTS INSTITUTE OF TECHNOLOGY *Cambridge, MA*

Master of Science in Computer Science, June 2008

- ♦ Research Assistant in Human-Computer Interaction, with a focus on information visualization.
- ♦ Co-chaired the 2007 Workshop on Human-Computer Interaction and Information Retrieval (HCIR'07).
- ♦ Best Paper Award at CHI 2009 (and other publications; see www.robinstewart.com/research).

WILLIAMS COLLEGE

Williamstown, MA

Bachelor of Arts, Magna Cum Laude, with Honors in Computer Science and Cognitive Science, June 2006

Honors and Awards

- ♦ **National Science Foundation Graduate Research Fellowship** (one of only 53 computer science recipients in 2007)
- ♦ **Elected to Phi Beta Kappa** (top 12.5% of Williams class) and **Sigma Xi** (The Scientific Research Society)
- ♦ **Apple Worldwide Developer Conference Student Scholarship** (in 2005, 2006, 2007, and 2008)
- ♦ **Microsoft National High School Computer Science Scholarship** (one of only 15 recipients in 2002)
- ♦ **National Merit Scholarship** and **Robert C. Byrd Honors Scholarship** (top 1% of high school students in the US)
- ♦ **SAT: Quantitative: 800, Verbal: 800** (perfect score)