

Jonathan Cohen

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University of Michigan

MSI, Human-Computer Interaction (8/07-8/09)
GPA: 3.9

U of M iPhone App Challenge Award (2009)
Collaborative Research Grant (2009)
Microsoft FuturTech MBA Case
Competition, 2nd Place (2008)

FuturTech 2009 Conference Co-Chair

Cohen, J. et al (2009), Collaboration and
Learning in the Video Game Rock Band.
Iowa State University.

SUNY Binghamton
BA in Comparative Literature
8/01-5/05

NYCUPA Volunteer (6/09-), Intro to C at NYU
(5/09-7/09), Ruby on Rails Intern (1/08-4/08)

I **understand culture** through interviews,
observation sessions, and contextual inquiry.
I **measure and predict behavior** with usability
tests, card sorts, and heuristic evaluations.
I **communicate findings and our thought
process** through personas, scenarios, site
maps, wireframes, and flow charts.
I **challenge myself** by inviting criticism,
learning new skills, and taking planned risks.
I **seek collaboration** with a team creating
tools that help people **pursue happiness**.
I'm proficient in lots of software and can write
markup and scripting code.

User Experience Designer at Roundarch in NYC (8/09-5/10)

I helped redesign confidential intranet and extranet applications for a Fortune 600 financial services client and the US Military. *Samples are available upon request.*
Interviewed the client remotely and on-site to learn about their culture, tasks, experiences, motivations, and goals.
Helped colleagues understand terms, processes, and how all the pieces fit together with flows and site maps.
Collaborated remotely with the client and colleagues.
Communicated our thought process to the client through wireframes and presentations.

Co-Founder at GroupLoops, LLC in NYC, MI, ID (5/09-)

Created 2 iPhone music instruments. Along the way, I learned XCode, IB, and Objective-C.
Captivate on the App Store: <http://itunes.apple.com/us/app/captivate/id370444246>

User Experience Intern at HUGE, Inc. in Brooklyn (5/08-8/08)

Contributed to projects for the 9/11 Memorial, Live Person, MTV, Nutrisystem, NY Philharmonic, ONE, Readers Digest, Vodafone, etc.
Scripted and moderated an internal usability test with 10 subjects.
Performed an internal open card sort with 140 items.
Prototyped a workflow in Flash with 35 states.

Story Analyst Intern at Fox and Sony in CA (2/07-8/07)

Summarized, critiqued 60 screenplays in coverage reports.
Analyzed 10 screenplays, produced development recommendations.
Production Assistant for "Aliens in the Attic".

Web Marketing Specialist at McAfee in NYC (1/06-5/07)

Mediated 1,000 legal threats, resulting in 0 lawsuits.
Managed 10,000 support tickets. Tested virus/spyware threat reports.
Researched web security threats, wrote 15 blog articles.