

briencolwell

email: xcolwell@gmail.com web: resisttheb.org

Objective: To leverage software and hardware to promote creativity and connection

Education and Certificates:

Masters Interactive Telecommunications Program, NYU (expected 2010) *Tisch Graduate Fellowship*

BS Electrical and Computer Engineering, UC Berkeley (2006) *High Honors*

Sun certified Java Programmer and Developer (2003, 2003 respectively)

Professional Experience:

[02.08 – present] **Principal**, resisttheborg LLC [New York, NY]

Interaction and engineering consulting on projects ranging from 3D interfaces to data mining. Clients include Hi Rize, friendbo.com, Knoa, and Harvard University

[06.06 – 09.07] **UI Engineer**, Palantir Technologies [Palo Alto, CA]

Part of the 1.0 team. Core problems: usability, scale, collaboration.

[06.04 – 06.06] **Internal Tools**, Workforce Software [Incline Village, NV]

Designed and implemented tools to assist the configuration and deployment of enterprise software. My tools were continually used by customers starting 09.04.

Research Experience:

[09.07 – present] **Research Programmer**, University of Washington Design Use Build group [Seattle, WA]

Papers: *A Study of Early Stage Game Design and Prototyping* (2008; submitted to CHI09), *K-Sketch*, *A “Kinetic” Sketch Pad for Novice Animators* (2007; CHI08)

Working with Richard Davis on problems in **ideation** and **prototyping** interactive systems; animated paper, simple UIs to create rough animations; and the effects of shared displays and visualizations on creative environments.

[09.2005 - 06.2006] Undergraduate Research, UC Berkeley [Berkeley, CA]

Papers: *Visualization of Movement in Multiscale* (2006) *HALCYON GLAZE: A Children’s Toy?* (2006)

Worked with Jeffrey Heer on problems in multi-scale navigation, documentation, and **visualization**

Second Place (tie) in the Berkeley 2006 visualization poster contest

Leadership Experience:

Helped organize a new student hiking club *Honored with a bronze award for service to the campus community*

Exhibits:

Enter & Re-Exit (2007; submitted to Electrofringe 2008)