

Julian K. Missig

interaction design + user interface design + usability analysis

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2007–Present
ITA Software User Interface and Interaction Designer
Airline Reservation Software

Polaris is a project ITA Software is developing to replace almost every aspect of Air Canada's booking and customer service software. ITA will be replacing software used by a wide range of Air Canada employees, from call center agents to gate agents to inventory controllers. As a part of the small User Interface Design team, I design and analyze the user experience of these applications.

2006
Carnegie Mellon Masters Capstone Project, Researcher, Programmer
Emerson Process Management: DeltaV

DeltaV is process control automation software that power plant, refinery, biotech, and chemical processing operators sit in front of and use ten hours a day on shifts. For the Carnegie Mellon MHCI Capstone Project, I created new interface displays and controls for use with the next generation of DeltaV software.

2005–2007
Apple Platform Experience Intern Software Engineer
Mac OS X Dashboard Widget Classes

Using object-oriented JavaScript, I created toolkit classes for Dashboard widgets, including a fairly advanced scrollbar class. The classes had to work well with WebKit and several other projects. Dashboard widgets can make use of these classes instead of duplicating code. These classes are included in Mac OS X 10.4.3.

2005
Carnegie Mellon Research Assistant
HCII RADAR Light Circles

The Light Circles study was an attempt to establish that changes in background (glowing) can cause parallel attentional discrimination similar to that known to occur for changes in color, motion, and to a lesser extent, size. I redesigned the experiments performed and verified the background research and theories. I implemented and ran the experiment using Macromedia Flash.

2001–2003
IBM Intern Software Engineer, Honorary Extreme Blue
Advanced Internet Technologies Group

Sash XB was an Open Source development environment in Linux (written in C++) for JavaScript-based weblications. I created an Open Source C++ library for Jabber for use with Sash XB. I also worked on a Java publication/subscription framework for sending messages to groups or individuals with variable transience and security using Jabber, Gryphon, or SameTime.

1998–2005
Open Source Project Manager, Interface Designer, Programmer
Jabber/XMPP Open Instant Messaging

As part of the original team, I vetted the core XML protocol behind Jabber. It is now the IETF Proposed Standard for instant messaging on the Internet. Google Talk uses this protocol. Early on I designed, created, and managed Gabber, a Linux Gnome-based Jabber client. I designed the user interface using Glade and developed it with C++, STL, and Gtkmm. It was the most popular Linux Jabber client from 1999 through early 2002. I regularly coordinated a dozen contributors, several dozen testers, and tens of thousands of users.

Carnegie Mellon University

December 2006

Master of **Human-Computer Interaction**

Undergraduate University Honors

May 2006

B.S. double major in **Cognitive Science**
and **Human-Computer Interaction**

Cognitive Psychology

Research Methods in Cognitive Psychology

Human Information Processing and A.I.

Cognitive Modeling

Human Expertise

Memory Phenomena and Mechanisms

Applications of Cognitive Psychology

Perception

Cognitive Neuropsychology

Parallel Distributed Processing

Communication Design Fundamentals

Visual Interface Design

Adv Visual Interface and Interaction Design

Designing for Service

Human-Computer Interaction Methods

Computer-Mediated Communication

Software Architecture for User Interfaces

Managing Software Development

Global Software Development

Organizational Communication

Entrepreneurship for Computer Scientists

Affiliations

Psi Chi National Honor Society • Alpha Phi Omega (service fraternity) • Internet Engineering Task Force (IETF) XMPP Working Group.

Skills: Human Interface Design

Psychology background • Glade and Interface Builder rapid prototyping • Contextual Inquiry, Contextual Design, Heuristic Evaluation, Cognitive Walkthrough, Think-Aloud.

Skills: Tools

Adobe InDesign, Illustrator, Photoshop, Apple Pages • OmniGraffle, Apple Keynote • Interface Builder, Adobe Flash.

Skills: Mac OS X / Linux Environment

C/C++ • Objective-C/Cocoa • Gnome, Gtk+, Gtkmm • Subversion/CVS.

Skills: Web Design and Programming

HTML, XHTML, CSS, JavaScript • Object-Oriented JavaScript and AJAX • XML and Namespaces experience designing an XML-based protocol.

More details available at
<http://julian.missig.org/>

Psychology

Design

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