

# Timmy Burkhart

email: timmy.burkhart@gmail.com

website: timmyburkhart.com

phone: 610-451-9892

## Learning Experience Designer

537 S Winebiddle St, Apt 3  
Pittsburgh, PA 15224

### SKILLS

#### Learning Design

Cognitive Task Analysis  
Heuristics Evaluation  
Cognitive Modeling  
Subject Matter Research  
Curriculum Design  
Learning Evaluation  
Educational Research

#### User Research

Contextual Research  
Contextual Interview  
Think Aloud  
Card Sorting  
Prototype Testing  
Usability Testing

#### Product Design

Brainstorming  
Idea Synthesis  
Storyboarding  
Wireframing  
Rapid Prototyping  
Agile Method  
Task Coordination

#### Technical

LMS Management  
Wiki Management  
Video Editing  
Adobe InDesign  
Adobe Illustrator  
Axure  
Statistical Modeling  
Data Mining  
Weka  
LightSide

### EDUCATION

#### Carnegie Mellon University

*August 2014 - present*

##### Human Computer Interaction Institute

- Masters in Educational Technology and Applied Learning Science
- Expected Graduation: August 2015

#### University of Pittsburgh

*August 2010 - April 2014*

##### School of Arts and Sciences

- Bachelors in Psychology and Business
- Graduated April 2014, Magna Cum Laude

### EXPERIENCE

#### Improving Teaching Experience

*January 2015 - August 2015*

##### Instructional Content / UX Designer

- Lead content designer for Turnitin's five person interdisciplinary consulting team, rapidly building content for prototypes throughout the product development cycle
- Interviewed thirty subject matter experts as part of the user centered process to refine design and content.

#### Assisting Synchronous Chat in a MOOC through Agent Facilitation

*January 2015 - May 2015*

##### Instructional Designer

- Instructional designer on a four person interdisciplinary team, designing the learning activity sequence and content of agent dialogues in a MOOC activity which supported synchronous chat among users
- Conducted user testing with three iterations of prototypes lessons, using feedback to further inform the design of the lesson and the behavior of a conversational agent

#### To Drill Or Not To Drill?!

*January 2015 - May 2015*

##### Instructional / Game Designer

- Independently designed a board game to teach a more informed perspective on the natural gas fracturing process.
- Conducted three detailed cognitive task analyses and six play testing sessions to incorporate feedback over eight design iterations