

Alexander S. Goldberger

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8001 Ritz Dr, Apt 104, Madison, WI 53719

OBJECTIVE

To improve lives through contributions to technology or processes through careful analysis, design, development, and iteration.

EXPERIENCE AND EDUCATION

November 2017 – Present (Part-time) Lead Instructor at Engineering for Kids. Teach and assist with after-school STEM club activities with a focus on robotics and various types of engineering. Students are grades K-5.	October 2017 – Present (Part-time) Back-end administrator for a small web design company. Responsibilities include setting up WordPress and managing Bluehost accounts, databases, and files.
September 2015 – September 2017 Interface Engineer at Epic, developed, supported, and implemented HL7 interfaces. Responsibilities included design, review, and execution of code; assisting my customers' interface teams with daily support; and managing implementation of interfaces at new customer sites at both the project and technical level.	
2013-2016 Master of Science in Human-Computer Interaction from Rochester Institute of Technology, Rochester, NY. GPA: 3.88- Dean's List	Fall 2014 - January 2016 HCI Capstone – Motivating User Interaction through Social Network Visualization.
March 2014 - August 2015 (Part-time) UX Designer for RIT, created a system to connect researchers using gamification and intrinsic motivators.	
Spring 2014: Designed, scheduled, moderated, and analyzed results of a usability test for a client as a part of a team.	2009-2013 Bachelor of Science in Game Design and Development from Rochester Institute of Technology, Rochester, NY. GPA: 3.60- Dean's List
January 2013 - August 2013: Software developer for RIT, developed MITRE sponsored collaboration board	Summer 2012: Employed by iD Tech Camps at Harvard. Taught students (ages 13-18) how to program and make games in C#/XNA.

SKILLS

Interaction Design, Rapid Prototyping, User-Centered Design, UX Design, Persona Creation, Motivation Psychology, Gamification, Usability Testing, Project Management, Adobe Creative Suite, HL7 Interfaces, MUMPS, WordPress, Teaching, Actionscript, C#, Java, HTML, CSS, Visual Studio, Unity, Word, Excel, JIRA, Bilingual (English/Swedish)

PUBLICATIONS

Motivative Computing: An Interdisciplinary Analysis and Design Framework; 9th IADIS International Conference Information Systems 2016

PERSONAL

Born in Carmel, NY in 1991. Citizenship: USA and Sweden. Extensive travel: Sweden, Australia, Greece, Italy, Turkey, France, Russia, China. Notable hobbies: Organize and facilitate semimonthly group storytelling and problem solving sessions i.e. Dungeons and Dragons.

References available upon request