

# KENTON HANKINS

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**OBJECTIVE** Desire to work in an environment centered around the user in order to utilize and enhance my current skill set while creating a positive user experience

**EXPERIENCE** **GreenPigeon.TV**, [www.greenpigeon.tv](http://www.greenpigeon.tv) October 2008 – Present  
*Co-Founder, CTO*

- Collaborated with co-founders to create our own start-up virtual business that serves as a video recommendation engine based on user search words
- Provided strategic direction for implementing technological solutions to create a more efficient and user-friendly video search engine
- Designed and helped develop the user interface for the web site
- Worked with co-founders to build, market, and implement our solution for a video recommendation engine

**Investment Technology Group**, Culver City, CA July 2008 – Present  
*User Experience Designer*

- Proposed technology solutions on four different products that average a 50% increase in productivity
- Organized technology workshop to educate 100+ programmers about the javascript framework ExtJS
- Presented new technology methodologies to global development managers
- Delivered dozens of prototypes to product managers based on a collaboration of ideas and my design suggestions

**Indiana University, School of Informatics** January 2008 – May 2008  
*Associate Instructor, Information Representation*

- Taught a weekly lab of 25+ students covering general database design principles
- Answered student questions related to course material and held 4 hours of open office time for questions and consultations on projects

## SKILLS

### Computer Proficiencies

- C ++, C, Java, XML, SQL, HTML, PHP, MS OFFICE, CSS, ExtJS, jQuery

### Design

- Requirements Gathering, Usability Studies, Contextual Inquiry, Focus Group, Heuristic Evaluation, Personas, Storyboarding, Prototyping, Think Aloud Protocol, Photoshop

**EDUCATION** **Indiana University**, School of Informatics, Bloomington, IN May 2008  
*Master of Science in Human Computer Interaction Design*

- GPA 3.7/4.00
- Master Thesis – Uncover IU: An Advergame for University Recruiting
  - Developed an Xbox 360 game prototype for recruiting students to Indiana University
  - Proved not only feasible, but it could recruit and inform students about Indiana University

**Ball State University**, College of Science and Humanities, Muncie, IN May 2005  
*Bachelor of Arts in Computer Science*  
Minor in Applied Physics with an Electronics emphasis, Minor in German

**AFFILIATIONS** Interaction Design Association (IXDA)  
Master Mason, Lodge #74 F. and A.M., Martinsville, IN

**PORTFOLIO** [www.kentonhankins.com](http://www.kentonhankins.com)