

# Phillip Isaac Roberts

UX/UI Developer, Researcher, Accessibility Advocate

I create beautiful & accessible interfaces – 4 years web design, development, and marketing, 2 Accessibility Development

## Contact

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## Experience

Researcher/Developer | Sonification Lab | March 2018 (Tech-Temp) – present, August 2016 (Graduate) – May 2016 | Georgia Institute of Technology, Atlanta, GA  
Assisting and leading focus groups, interviews, test sessions, documentation, data analysis, and prototyping solutions for ongoing grant with Facebook assessing the accessibility of their platforms. 2 years of research for the System for Wearable Audio Navigation for visually impaired navigation. Design and assist research protocols. Managing website Drupal migration.

UX/CX Intern | Lucena Research & Quantitative Analytics | August 2017 – present | Atlanta, GA  
Full lifecycle design to development wireframes, hi-fidelity mock-ups, and React.js interfaces of new investment products and for Nasdaq sales portal. Created graphs, charts, visuals, and documentation for machine learning stock market investment strategy reporting. Performed usability testing and analysis of SaaS platforms. Maintained WordPress external site.

ICT Accessibility Auditor | AMAC Accessibility & Research Center | Jan 2017 – August | GIT, Atlanta, GA  
Provided programmatic and usability accessibility audits, remediation, and training for universities, government orgs., and private charities for their websites, technologies, and kiosks.

Web & Graphic Designer | City Publications  
August 2014 – September 2016 | Vinings, GA  
Created designs and marketing materials for websites, social media, emails, and print for US franchises. Redesigned and developed corporate website.

## Education

MS Human-Computer Interaction  
Georgia Institute of Technology 2018 | 3.83  
Foci: Accessibility, Qualitative Research, UX/UI Design, AR/VR

BA Graphic Communications | Digital Art Minor  
Reinhardt University 2014 | 3.79 Magnum Cum Laude  
Foci: Web Design & Development, Social Media, Digital Arts

## Skills

### UX/UI

Wireframe  
Heuristic Analysis  
Sketch  
Omnigraffle  
Axure  
Invision  
Adobe Photoshop  
Adobe Illustrator  
Physical Prototyping

### Programming

JavaScript  
C#  
PHP  
Python  
C / C++  
Node.js  
ASP.NET  
SQL  
Golang  
Git / Version Control  
Unity Engine

### Web

HTML5  
CSS  
SASS  
PostCSS  
jQuery  
React.js  
Redux  
Vue.js  
REST API  
Hugo

### Mobile

React Native  
Mobile Design  
Responsive Design

## **Publication**

*The Unity Engine as an Extensible Platform: Findings from the System for Wearable Audio Navigation*  
ICT Accessibility Testing Symposium 2017

## **Certifications**

*IAAP CPACC*  
June 2018 (scheduled)

## **Volunteering**

Tactile Interface Development & Research for Spatial Cognition | Center for Visual & Neurological Rehabilitation | Atlanta VA Medical Center | 2017 - 2018  
Volunteer project assisting research for the rehabilitation of visually impaired veterans. Protocol to assist in navigation and spatial awareness training using iPad App and tactile interface.

Web Design and Development – Student Project Manager | Mi Familia Center | Canton, GA 2012  
As part of our web design & development course, I led a team of six students in the full 4 - month lifecycle concept, design, and development of a desktop and mobile website for the Mi Familia Center, a non-profit that provides essential services, information, education, and extracurricular programs to migrant families.

## **Honors / Awards**

Best Student Paper | ICT Accessibility Testing Symposium | October 2017 | Washington, D.C.

MARTA Hackathon 4<sup>th</sup> place | February 2017  
4<sup>th</sup> place team of 400 individuals participating. Designed novel subway beacon IOT system for point-of-interest and navigation.

Alpha Chi Honors Society  
Academic achievement | Reinhardt University 2013

Lambda Pi Eta Communications Honors Society  
Core academic achievement | Reinhardt University 2013

Eagle Scout  
Boy Scouts of America 2009

## **Hobbies**

Guitar, Piano, Photography, Hiking, Game Dev, VR/AR

## **Skills**

### **Research**

Ethnographic Methods  
Contextual Inquiry  
Interview  
Focus Groups  
Participatory Design  
Surveys  
Quant. / Qual. Analysis  
SPSS

### **Accessibility**

Screen Readers  
JAWS  
NVDA  
VoiceOver  
WCAG 2.0  
VPAT  
WAI-ARIA

### **Misc.**

Google Analytics  
Advertising  
Social Media Marketing  
Microsoft Office  
OSX / Mac  
Linux  
Mentoring