

# Keane Riley

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## Education

**University of Washington, Seattle, WA**  
B.S. in Human Centered Design & Engineering  
3.57 cumulative, 3.92 major courses  
Expected Graduation June 2017

## Experience

### *School Projects*

#### **chaTrain, *Interaction Design***

chaTrain is an app designed to increase commuter community. Working on a team with two others, I shared in the responsibilities of researching, designing, prototyping, wireframing, and producing a high fidelity mockup of our app. In addition to producing sketches, I gained experience creating paper prototypes using POP and wireframes using Axure. The final product was an implementation of the interaction principles I learned throughout the quarter.

#### **Give Me G.A.S., *Interactive Systems Design & Technology***

Using the Python I learned throughout the quarter, I created a web application for browsing musical instrument ads and watching YouTube reviews or demos of the items by combining the functionality of two RESTful APIs: Reverb and YouTube. HTML and CSS were used to create the actual website and the app was set up using Google App Engine.

#### **Visual System Design, *Visual Communication***

For this project, I designed a visual communication system for The Vera Project, a youth community music and art venue, by applying the design principles I learned, including color theory and typographic choices. I implemented a redesign of their logo and website and designed screens for a mobile application using Adobe Illustrator.

## Skills

Experience with: Java      HTML  
                         Python      CSS  
                         Illustrator  
                         Axure