



Gwendolyn Hostetter

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UI/UX Research & Design

Education

Georgia Institute of Technology

Digital Media M.S. (HCI specialization)
Science, Technology, and Society Graduate Certificate
August 2021 - May 2023

Bucknell University

Comparative & Digital Humanities B.A.
Literary Studies B.A.
January 2019 - December 2020

Work Experience

Matmerize / Frontend Development Intern

May 2022 - August 2022

- Developed user-facing layouts of PolymRize to maximize user experience.
- Templated the frontend pages using Jinja2 and Python-Flask.
- Worked on existing frontend code base to contribute feature requests from backend developers.
- Created user interfaces for a new data management system.
- Connected the frontend to the backend so the program functions.

Georgia Institute of Technology / Graduate Research Assistant

January 2022 - May 2023

- Organized and co-led focus groups with media artists, Media Arts university directors, Georgia Tech undergraduate and graduate students, and Georgia Tech faculty and staff.
- Transcribed the focus groups and coded and analyzed the transcriptions via grounded theory.
- These findings were used to host two media artists within a residency program in Spring 2023, which developed into the establishment of an Interdisciplinary Media Arts Center at Georgia Tech.

Projects

Earworm / UX Designer and Researcher

August 2022 - May 2023

- Led qualitative user research to test the design and features of the mobile application, Earworm, utilizing Qualtrics and having participants engage with a booklet as a diary study.
- Conducted interviews with participants to further craft the app.
- Conducted a competitive analysis with other tracking applications.
- Executed the application's design and wireframes via Figma.
- Wrote my Master's thesis about the design process, and defended the thesis to my department.

DreamKast / Designer and Developer

January 2023 - May 2023

- Co-designed a VR installation that explores different adaptations of Shakespeare's *Hamlet*.
- Co-developed an early prototype in Figma.
- Utilized Mozilla Hubs & Spoke to create the VR space.
- Created AI-generated videos with Midjourney and Gen-1 by Runway, which were edited in iMovie.
- Assisted with the interactive features in A-frame.

Skills

GIS Tools

ArcGIS, Palladio

Programming

Arduino, CSS, HTML, JS/JS React, Python, XML, XSLT

UX Design Tools

Adobe Photoshop & Illustrator, Canva, Figma, Sketch, Tableau

VR/AR

Aframe, Blender, Grasshopper/Rhino, Mozilla Hubs & Spoke, Unity