

Erica Lewis

Interaction Designer

ericaslewis.com
eslewis25@gmail.com
949.525.7999

EXPERIENCE

Intel Corporation, [Interaction Designer](#)

February 2017 - present

Design and ship web-based manufacturing tools to improve the efficiency and quality of validating microprocessors. Collaborate daily with engineers and designers in an agile environment.

Create site maps, wireframes, and a visual design system with a creative team for ACAT (Assistive Context-Aware Toolkit), the open-source communication application developed for Stephen Hawking.

Lead the interaction and visual design for a drone interface. Responsibilities include wireframes, user flows, and interactive prototypes.

Researched, designed, and published an application to assess emotion for MobileHCI 2018 as part of a multi-disciplinary team at Intel Labs.

Received multiple recognition awards from contributions across business units. Volunteered and served as Intel's TutorMate Coordinator.

Wisconsin Human-Computer Interaction Laboratory, [Undergraduate Researcher](#)

January 2016 - December 2016

Conducted a scenario-based study to investigate 3-D printing of various materials for the physical design of a household robot. Found that users tended to characterize the robot as human-like, and that softer materials were favored over harder materials.

Kimberly-Clark Corporation, [Engineering Co-op](#)

May 2015 - December 2015

Designed experiments for prototyping consumer products on the material development team. Analyzed data and published technical recommendations based on findings. Conducted software usability testing for a mechanical testing software.

EDUCATION

University of Wisconsin-Madison

B.S. Materials Science and Engineering, 2016
Certificates: Textile Science & Material Culture

University of Queensland, St. Lucia, AU, 2014
International Engineering Studies & Programs

Pacific Northwest College of Art, 2018

SKILLS

Interaction

User Interviews
Affinity Diagrams
Wireframes
User Flows
Usability Testing

Software

Adobe CS
Sketch
Framer.js
Invision

3-D/Hardware

Arduino
3-D Printing
Materials Science

Coding

HTML+CSS
Javascript
D3.js

RECOGNITIONS

Interaction 19 Speaker (IxDA)

A Mobile Platform for Capturing Human Emotion in the Wild. Pete Denman and Erica Lewis.

Best Demo MobileHCI 2018

Human-Computer Interaction with Mobile Devices and Services Adjunct (MobileHCI '18). Pete Denman, Erica Lewis, Sai Prasad, Jennifer Healey, Haroon Syed, and Lama Nachman. 2018. Affsens: a mobile platform for capturing affect in context.