

*Objective:*

Secure a summer internship or fulltime position!

*Particular Strengths:*

## Developing Humanly Usable Software Tools Through User Centered Design

- Designing effective user interfaces for new and existing software
- Architecting system software using components
- Constructing low/high fidelity user interface prototypes
- Conducting usability studies to ensure quality user experience
- Programming with the .NET 2.0 Framework, C#, and C++
- Managing overall project development
- Communicating with team members

## Education

**BS Computer Science**, Minor Mathematics  
*Washington State University*

May 2007

**Associate of Science**  
*Edmonds Community College*

2005

## Coursework

Advanced Data Structures (in C++), Programming Languages, Automata, Operating Systems, Graphics, Animation, Software Engineering, Graph Theory, Databases, HCI, (among others...)

## Experience

**Undergraduate Research Assistant**

Under Dr. Hundhausen (HCI Professor)  
2006 HP Teaching Grant / May 2006 – Present

Created and developed 'Woz'

Woz: Pen based software environment used to construct low fidelity user interface prototypes, and facilitate usability studies.

**Many Other Projects** (see <http://www.anzorbalkar.com> for details)

3D game level editor, 3D graph theory algorithm visualizer and tutor, 3D mesh viewer, WSU Department of Chemistry website, website for chemistry professor, several 2D games, online allowance manager (PHP/MySQL), and many others.

- There has always been an emphasis on user experience for software that will reach the end-user.
- However, this important aspect is mostly overlooked for in-house tools.
- I seek to add a new and welcomed flavor to in-house software through usability evaluation and sound engineering principals to develop high quality, reusable, and maintainable tools.