

# Jonathan Baxter

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## Objective

A full-time opportunity where I can take ownership of difficult problems and find creative solutions while applying my user experience expertise and entrepreneurial spirit. User-focused web development is my strength, but I'm always looking for new opportunities to expand my skills.

## Education

**Cornell University '09**, College of Agriculture & Life Sciences, Ithaca, NY. GPA: 3.02, Major: 3.43  
B.S. Information Science, Primary Track: Human-Centered Systems, Secondary: Social Systems

## Work Experience

**Software Engineering Associate - Next Jump, Inc.** Jul 09 – Present

Solved business problems for an e-commerce company that serves millions of users with creative user interface designs and robust and scalable back end architectures. Led my own projects from idea to evaluation by conducting research and measuring success through both quantitative and qualitative metrics.

**Lead Researcher and Co-Author - Cornell Human Computer Interaction Group** Sep 07 – Jul 09

Led a team of eight researchers to plan, design, develop and evaluate a web application for the iPhone as an interactive mobile museum guide that integrates social tagging, art information and museum map representations. System supported navigation and collaborative curation of museum collections. Presented paper at CHI '09 Conference on Human Factors in Computing Systems in Boston, USA.

**Researcher and Developer - Cornell Human Computer Interaction Group** May 08 – Jul 09

Designed and developed a web application that promotes reminiscing by sending users personal content from social media sites and provides for customization and reflection through a user-centered front-end interface. Interviewed potential users to develop requirements and prototyped multiple designs and features for the system.

**Researcher and Co-Author - Cornell Human Computer Interaction Group** May 07 – Sep 07

Designed and evaluated an interactive live-updating visualization deployed in an art museum to encourage engagement and reflection in visitors and expose social aspects of museums. Presented project at National Conference for Undergraduate Research.

## Class Projects

**Project Manager and Developer - Software Engineering Course** Jan 09 – Jun 09

Worked on a team of seven students to develop an online survey administration software package for a client. Conducted a feasibility study, evaluated risk, and built a work-plan combining the iterative and sequential models. Maintained visibility with client through deliverables and weekly meetings. Tested product with potential users.

## Skills/Interests

**Strong:** PHP, Javascript, Prototype, Ajax, XHTML, CSS, MSSQL, jQuery, MySQL, Coldfusion, Scriptaculous, Python. **Familiar:** Ruby on Rails, Java, XML, RSS, JSON, Flash, Actionscript 3, Matlab. **Systems:** Zend Framework, Twitter API, Flickr API, Facebook Platform, Blogger API, Django, MS Office, MS Project, Adobe CS.

**Memberships:** Information Science Student Association, Web Design Club, Ski Snowboard Club, Intramural Softball, Cornell Zombies vs. Humans Club.

**Hobbies:** Snowboarding, Skateboarding, Guitar, Surfing, Baseball, Scuba Diving, Rock Band, My dog

## Coursework

Human-Computer Interaction Design, Software Engineering, Social Psychology, Design/Programming for the Web, Collaboration Technologies, Public Speaking, Introductory Statistics, Microeconomics.