

Michael Stallings

User Experience Designer

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Education

MS Human-Computer Interaction, Indiana University
Bloomington, IN, May 2014

MS Education, Indiana University
Bloomington, IN, May 2007

BA Telecommunications, Indiana University
Bloomington, IN, May 2000

Experience

Senior User Experience Designer, Blackbaud
Bloomington, IN, June 2014 - Present

Lead Designer for onBoard, Blackbaud's K12 Admissions Solution.
Lead Designer for onCampus, Blackbaud's Learning Management System.
Conduct and analyze user research using a variety of methods.
Strategically use a variety of tools to prototype and communicate designs.
Maintain strong communication with UX team while working remotely.
Design for cloud-based products within an Agile framework.

Research Assistant, Indiana University Intel Science & Technology Center
Bloomington, IN, Aug 2013 - May 2014
Conducted research through critical design.
Analyzed user data using a variety of research methods.

Teacher, Monroe County Community School Corporation (MCCSC)
Bloomington, IN, Aug 2006 - Aug 2013
Developed curriculum and led classroom instruction.
Served as Chair of Technology Committee.

Awards

2014 Microsoft Imagine Cup UX Challenge: 1st Place

2013 CHI Student Design Competition: Finalist

2010 Eli Lilly Teacher Creativity Fellow

Selected Publications

Gross, S., Bardzell, J., Bardzell, S., Stallings, M. (2017) Persuasive Anxiety: Designing and Deploying Material and Formal Explorations of Personal Tracking Devices. *Journal of Human-Computer Interaction*. <http://www.tandfonline.com/doi/full/10.1080/07370024.2017.1287570>

Toombs, A., Ferri, G., Grimme, S., Gross, S., Stallings, M. D., Bardzell, J., and Bardzell, S. 2016. Making a critical playshop. *interactions* 24, 1 (December 2016), 34-37. DOI: <https://doi.org/10.1145/3019006>

Hunsucker, A., Gobbo, D., Stallings, M., and Siegel, M. 2016. The Panda Hat of Doom. In *Proceedings of the 2016 CHI Conference Extended Abstracts on Human Factors in Computing Systems (CHI EA '16)*. ACM, New York, NY, USA, 647-654. DOI: <https://doi.org/10.1145/2851581.2851582>

Methods

Affinity Diagramming
Analytics
Card Sorting
Contextual Inquiry
Design Critique
Diary Studies
Ethnography
High-Fidelity Prototyping
Interviewing
Low-Fidelity Prototyping
Paper Prototyping
Personas and Scenarios
Presentation
Sketching
Surveys
Usability Testing

Tools

Adobe InDesign
Adobe Photoshop
Axure RP
Balsamiq Mockups
HTML/CSS
InVision
Paper & Pencil
Sketch

Soft Skills

Active Listening
Group Facilitation
Rigorous Honesty
Time Management

About Me

My background is in design and teaching, and I hold Master's degrees in both fields. Outside of professional life, I am a runner, a cook, a gardener, a baseball fan, and an aspiring bicyclist.

I believe that a good designer wants to be a better designer. To this end, designers must embrace and practice characteristics core to their profession: learning, reflection, and communication.