

# becky torbochkin

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## EXPERIENCE

*Information Designer* // GENERAL DYNAMICS | VIZ

PITTSBURGH, PA // 2007 – PRESENT

Design features for the Command Post of the Future (CPOF), the Army's primary command and control application.

Duties include: user research, writing user stories, persona development, reviewing requirements, setting goals, creating designs and detailed specifications, working with developers to refine and implement, assist in testing, bug-fixing, triage, and field support. Some roles I've played:

*Pattern Library Lead* // Currently lead the creation of an Interaction Pattern Library and Style Guide for a very unusual software interface. Teach others about interaction patterns, how to use them, and how to write them. Encourage team contributions, plan weekly topics, and facilitate reviews.

*User Study Lead* // Led a small team of designers on a short usability study to analyze the learnability of CPOF and identify opportunities to improve. Planned our schedule, managed budget, set deadlines, and tracked progress. Wrote about user feedback, satisfaction, and performance; applied basic usability metrics and surveys. Sketched solutions and prioritized feature ideas. Final report was delivered to CPOF's customer, Tactical Battle Command.

*Feature Designer* // Designed new interactions and interfaces for: map navigation, drawing complex military graphics, data entry, notification, and collaboration

*Designer, Commander's Mobile Assistant* // Worked on a prototype for a web-based mobile version of our command and control software. Designed visual interface layouts, planned functionality across iterations, prioritized features according to business need.

*Adjunct Instructor* // SCHOOL OF DESIGN

CARNEGIE MELLON UNIVERSITY // FALL 2006 – FALL 2008

Taught design students Adobe software fundamentals.

*Designer* // INFORMATICS STUDIO

PITTSBURGH, PA // WINTER 2005 – SUMMER 2007

Developed the visual design, interaction, and information architecture for a variety of websites and web applications for clients such as the Centers for Disease Control, Nethealth, Children's Hospital, and the National Institute of Health.

## SKILLS

*Adept at...*

User Analysis, Interaction Design, Paper Prototyping, Design Patterns, User Stories, Requirements Gathering & Analysis, Typography, Color, Visual Interface Design, Icons and Marks, Writing.

*Familiar with...*

Managing budget, creating schedules, managing small teams

## TECHNOLOGIES

*Experienced in...*

XHTML, css, Adobe Illustrator, InDesign, Photoshop, Flash, Dreamweaver, Acrobat Pro. Office, Windows & Mac

*Familiar with...*

ActionScript, Javascript, AfterEffects, OpenSource CMS's.

*Without A Mouse, I...*

Capture lovely digital photographs. Thrive in diverse teams. Garden, drink tea, collect paper and fabric, play lots of computer games.

## EDUCATION

*Carnegie Mellon University*

2001–2005 | Bachelor of Fine Arts

in Communication Design

Minor in Photography and Digital

Imaging, QPA 3.9

Landesberg Prize for Excellence

in Typography, Spring 2005

Art Director's Club Scholarship for

Graphic Design, Work featured in

the 83<sup>rd</sup> ADC Annual, 2004