

D. Harmon Pollock

Research • Design • Engineering • Entrepreneurship

✉ harmon@dhpollock.com

🌐 www.dhpollock.com

📍 Durango, CO

Experience

Co-founder & Co-CEO

EmberLast Inc.

2018 - Current

Remote

- Founded company to use digital tools in aiding with bereavement and legacy creation
- Led development and programmed MVP aimed at confirming the market and potential business validity, managing a team of 3-4 contractors
- Constructed and implemented market research campaign with over 200+ participants with engagement ranging from 1hr clinical interviews to 5min surveys
- Driven by research findings, formulated key interaction mechanics to encourage users to show their sympathy through actions

Co-founder & Interaction Designer

Feynman Academy

2017 - 2018

Remote

- Prototyped educational experiences focusing on online college-level STEM learning resources using text, video and interactive elements
- Designed and programmed HTML/JS interactives to complement our text and video based calculus course
- Validated effectiveness via remote user testing using in-depth, long form, clinical interviews

Research Engineer

Hewlett Packard Enterprise Labs

2015 - 2017

Palo Alto, CA

- Authored patent #10140749 for complex system data visualization
- Developed new system visualization tool using 3D environments to provide a cohesive visual for complex IoT systems
- Researched integration of video game mechanics and technologies to the enterprise experience

Research Assistant

Northwestern University

2013 - 2015

Evanston, IL

- Prototyped tangible programming interface for an exhibit at the Computer History Museum and evaluated in-situ impact for 150+ participants ages 8-15 including survey and long form play-testing
- Designed and implemented an educational multi-player video game about sustainable fishing for an exhibit at the Shedd Aquarium and an iOS version, made available on Apple's App Store

Designer/Prototyper

Stupid Fun Club

2010 - 2012

Berkeley, CA

- Brainstormed, conceptualized, and prototyped toy and game designs that were pitched to external companies including Mattel and Hasbro

Education

PhD Candidate - CS / HCI

Northwestern University

Advisor: Dr. Michael Horn

Research: The application of the 'Powers of Ten' visualization to improve teaching and understanding of complex systems

Enrolled: Part time, nights/weekends

Masters - Entertainment Technology

Carnegie Mellon University

Graduated 2010

B.S. - Mechanical Engineering

California Institute of Technology

Graduated 2008

Skills

Product Research & Design

Interviews • Usability Tests • Surveys • Storyboards • Personas • Wireframes • Paper Prototypes • Clickable Prototypes

Programming Languages

Javascript • HTML • CSS • C# • Python

Development Tools

Meteor • Node.js • Bootstrap • D3.js • Wordpress • AWS • Git

Digital Prototyping

Adobe Illustrator & XD • Solidworks • Unity3D • 3DS Max

Physical Prototyping

3D Printing • Laser Cutting • Metal & Wood Machine Shop • CNC Tormach PCNC1100 • Arduino • RPi Beaglebone boards • Basic analog circuits