

BRITTANY ROMPA

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EDUCATION

Embry-Riddle Aeronautical University
B.S. in Computer Science, 2015

Area of Concentration in Human Factors, with emphasis on human-computer interaction

Massachusetts Institute of Technology
Professional Certificate Program, 2017

Architecture and Systems Engineering: Models and Methods to Manage Complex Systems

TALENTS

- I have a deep sense of empathy which fuels my passion to create simple but meaningful experiences for people
- I am a careful and considerate collaborator
- I balance creative thinking with analytical thinking to define and solve problems
- I'm not afraid to experiment with new ideas, embracing the "fail early and fail often" mentality for design work
- I have 7+ years of practice in customer service which has engrained that the customer/user always comes first

SKILLS

Design Tools

Sketch	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
InVision	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	
Photoshop	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	
Adobe XD	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	
Axure	<input type="checkbox"/>	<input type="checkbox"/>		
Miro	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Figma	<input type="checkbox"/>			
HTML/CSS	<input type="checkbox"/>	<input type="checkbox"/>		
Java	<input type="checkbox"/>	<input type="checkbox"/>		

Research + Collaboration

Usability Testing, User/Stakeholder Interviews, Surveys, Heuristic Evaluation, A/B Testing, Personas, Scenarios, Wireframes, Interaction Design, Information Architecture, Technical Writing, Design Thinking, Design Critique

EXPERIENCE

User Experience Designer 2018 – Present
The Boeing Company (Charleston, SC)

- Lead the UX initiative concurrently on two different product teams
- Apply various design techniques depending on project scope and objectives
- Clarify, validate, and prioritize requirements/features to ensure designs meet both user and business needs
- Craft design solutions from abstract concepts to end-to-end workflow
- Collaborate and share information regarding new design tools, techniques, and current project progression with the internal design community (UX Community of Excellence)

System Design & Integration Specialist 2016 – 2018
The Boeing Company (Charleston, SC)

- Resolved issues with security, storage, applications and monitoring on AIX and Linux servers
- Interacted directly with internal and external customers to develop, implement and refine requirements for processes, systems and tools
- Supported for 62 assigned servers in test, development, pre-production, and production environments
- Decommissioned over 50 virtual machines that contributed to over \$1 million in cost savings
- Ensured all managed servers met 100% of compliance standards each week

INVOLVEMENT

UX Mentoring 2019 – Present
- Assisted Boeing interns and teammates interested in UX work at Boeing

Boeing Co-Pilot Program (BCP) 2018 – 2019
- Coordinated bi-weekly meetings with each student to cover elevator speech writing/rehearsal, resume writing tips, and interview preparation

Embry-Riddle Intern Mentoring 2017 - 2018
- Discussed developmental questions, recent activities, and provided advice related to work and education
- Developed strong relationships throughout the mentor program by being available and responsive to questions and staying flexible with scheduling

Human Factors & Ergonomics Symposium 2017
"Using Virtual Reality as a Low-cost Simulation Solution for Ergonomic Analysis"

- Delivered 3 use cases for the Boeing-787 production system utilizing the HTC VIVE virtual reality (VR) headset and the Unity development platform
- Applied the HTC VIVE to confined space analysis for build sequence changes within the fuel tank
- Utilized the VR environment to conduct collision analysis of the crown re-design
- Demonstrated new seat sub-assembly installations from third party suppliers in VR to promote familiarization
- Researched the availability and constraints of current technology and proposed steps for future scalability