

MEGAN CARLIN

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PROFILE:

Committed and confident with excellent communication skills. I excel in presenting a professional manner in my attitude and strive to display a high degree of honesty, loyalty and integrity. In my free time I enjoy Traveling, Photography, Cooking and a little bit of scuba diving.

EDUCATION

- + Edinburgh Napier University
[BSc \(Hons\) Digital Media](#)
2012 - 2016
- + [Edinburgh Napier Mentor Program](#)
Emma Kirk User Vision
- + Hochschule Der Medien Stuttgart
[Minor Mobile Medien](#)
February 2015
[Minor Visual Communication](#)
September 2015

SKILL SET

- + Interviews
- + TPI questionnaire
- + Heuristic evaluation methods
- + Quantative Evaluation
- + Adobe creative Suite
- + Axure and Balsamiq
- + Social Media Management; Hootsuite

EXPERIENCE OF

- + Heat maps
- + Eye tracking and Gaze maps
- + Formative evaluation
- + Card sorting
- + HTML, CSS and Processing

REFERENCES

Michelle Terrell
School Administrator and Recruitment Officer
M.Terrell@napier.ac.uk

Historic Scotland
Vanessa.Gonzalez@scotland.gsi.gov.uk
hazel.johnson2@scotland.gsi.gov.uk

EXPERIENCES

- + [Edinburgh Napier Student Recruitment Representative](#)
[+ School of Computing Graduation Ball 2016](#)
[+ "Blush Response" Project Manager](#)
September 2015 - December 2015
An Exhibit for the School of Creative Computing, featuring works by DM and IMD students on the Theme of Architecture based on a brief set by Creative Scotland. I had to ensure all tasks and projects ran to schedule and were completed to a high standard. I used Excel to manage timelines and tasks.
- + [Team Leader & Social Media Team ITFS Stuttgart](#)
March - April 2015
Team Leader, English translator and demonstrator for the Game Zone, I had to be able to present a variety of Games and communicate effectively between German & English.
English Presenter for Social Media team.
- + [App development ITFS festival Stuttgart](#)
November 2014
Part of an interdisciplinary team developing a Gamification concept for ITFS Stuttgart. I was tasked with ensuring that the app itself was user friendly, this included optimising the navigation and page layout and creating low fidelity prototypes to demonstrate basic interactions.
- + [Social Media, Historic Scotland Conservation School](#)
June 2014

Ian Smith
Senior Lecturer Napier University
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Tom Flint
Creative Computing Lecturer Edinburgh Napier University
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