

Adriane Kuzminski

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UX RESEARCHER

I am passionate about reducing barriers to information, expression and play by understanding users' diverse experiences and supporting multisensory learning and interaction

SELECT STUDIO PROJECTS

MHCI+D Capstone Studio Mar 2020 - Present

- Interviewed 8 subject matter experts and conducted journey mapping activities with 9 participants from the Deaf and hard of hearing (DHH) communities about their experiences with communicating with hearing co-workers in informal contexts
- Currently developing a toolkit that teaches hearing employees about communication habits that exclude DHH co-workers and encourages patience and visual communication

Design Ethics Studio Jan - Mar 2020

- Designed a speculative drivers training program for semi-autonomous vehicles in 2030
- Conducted a literature review of autonomous vehicle and voice user interface technologies and focused on mitigating potential harms and analyzing value tensions among stakeholders

WORK EXPERIENCE

Writer & Developer at A Sound Effect Feb 2016 - Present

- Conduct interviews with AAA and indie audio teams for the website's customer base
- Provide editing, multimedia services, and HTML and InDesign formatting for new stories
- Automate processes for content such as newsletters, jobs posts, and podcast roundups

Freelance Accessibility Consultant Mar 2015 - Present

- Conducted technical research and interviews with blind sound designers to determine the accessibility requirements for imitone, an audio to MIDI software by interactopia LLC
- Advised developers at PhET Interactive Simulations, Earplay, Inc., The Deep End Games, Blackout VR, BBC Kids, Open Steno Project, and other companies on blind-accessible sound and game design techniques drawn from personal research
- Presented research on blind accessibility in video games at GameSoundCon '17, GACConf '17, CarouselCon '17, MIGS '18, and the NYCGA April '19 meetup

Sergeant First Class at Army Reserves Jul 2005 - Present

- Serves as Sr. Human Resources Sergeant at the 364th Expeditionary Sustainment Command
- Excelled as the Distinguished Honor Graduate of the July 2019 Senior Leaders Course
- Prepared dozens of Drill Sergeant Candidates for the academy as a Training Sergeant
- Served as a Senior Drill Sergeant who supported 7 Basic Combat Training units, ran 5 company-level to Army Reserve Command-level competitions, trained hundreds of incoming National Guard Soldiers, and led the unit's sexual assault and drug prevention programs
- Supported Top Secret exercises at the European Command Headquarters in Germany
- Served on active duty for 3 years as an Army Musician in South Korea and Arizona

Producer at Team Audio Jan 2018 - Jun 2019

- Recruited and contracted sound designers during the early formation of the company
- Brought in revenue with profitable projects attained through a personal network of clients
- Supported a successful online competitive game with audio middleware implementation

Freelance Game Audio Producer Jan 2016 - Nov 2017

- Supported the blind-accessible games *A Hero's Call* by Out of Sight Games, *Frequency Missing* by The University of Skövde, and *Half* by Earplay, Inc. as Dialogue Editor, Dialogue Recordist, Script Editor, and Talent Recruiter

Freelance Film Editor Nov 2012 - Mar 2013

- Produced a short documentary about a man who rescued his family in East Berlin in 1962
- Produced a segment about Eddie Sedgwick for *Danny Says* directed by Brendan Toller

EDUCATION

University of Washington

Master of Human-Computer Interaction + Design
Class of 2020, graduating in August

Emerson College

Bachelor of Arts: Visual & Media Arts: Post Production
Class of 2012, Cum Laude, 3.67 GPA

VOLUNTEER EXPERIENCE

The Audio Mentoring Project

Coordinated dozens of mentorships between new sound designers and industry veterans, recruited and guided mentors, developed new mentorship systems, maintained database and migrated it to Airtable from 2017 to 2019

Designing Sound

Conducted dozens of interviews with recordists and audio teams, edited community contributions, and wrote news pieces about the audio industry from 2015 to 2018

The AbleGamers Charity

Helped raise awareness of gamers with disabilities by managing booths at 10 games and assistive technology conventions from DC to Boston from 2014 to 2017

Middletown Adult Ed Center

Assisted an English as a Second Language class for 3 to 6 hours a week from 2013 to 2015

PRIMARY TOOLS

Sound Design

Reaper / Pro Tools
iZotope RX

Development

Unity
Wwise
C# / Python
AutoHotKey

Design

Figma
Premiere
Photoshop
InDesign

Research

Miro
Airtable / Excel

REFERENCES

Dren McDonald

Founder/Director of nerdtracks

Bryce Johnson

Inclusive Lead at Microsoft Hardware

Asbjorn Andersen

Founder of A Sound Effect and Soundlister