

# Adriane Kuzminski

USER RESEARCHER

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## FEATURED PROJECTS

### Multimodal Communication App *Mar - Aug 2020*

- Designed an app to aid informal conversations between hearing and Deaf & hard of hearing (DHH) employees with speech-to-text (STT), typing and drawing
- Interviewed 8 experts and remotely conducted journey mapping and image elicitation activities with 9 participants from the DHH communities through Video Remote Interpreting (VRI) and live captioning (CART)
- Analyzed data iteratively with thematic analysis, affinity diagrams and coding
- Responsible for writing, filming and editing promo video, compiling secondary research, drafting study plan, transcribing interviews, and managing the budget

### Speculative Design for SAVs *Jan - Mar 2020*

- Designed a driver's training program based on the projected capabilities of semi-autonomous vehicles (SAV) and socio-environmental implications in 2030
- Based concept on a literature review of SAV and voice interface technology and used Value-Sensitive Design methods to analyze values and mitigate harms
- Wrote a video script to portray the golden path scenario

## WORK EXPERIENCE

### Accessibility Consultant Freelance *Mar 2015 - Pres*

- Advised developers at PhET Interactive Simulations, Earplay, Inc., The Deep End Games, Blackout VR, BBC Kids, Open Steno Project, and others about blind-accessible sound and game design techniques drawn from personal research
- Conducted technical research and interviews with blind sound designers to determine accessibility requirements for imitone, an audio-to-MIDI software
- Presented research on blind accessibility in video games at 3 international games and accessibility conferences and 2 industry meetups

### Interviewer & Programmer A Sound Effect *Feb 2016 - Pres*

- Conducted 16 written and video interviews with sound design teams
- Designed automated processes for customer outreach content in Python
- Edited and formatted submissions for release in HTML and InDesign

### Human Resources U.S. Army Reserves *Jul 2005 - Pres*

- Currently serving in the 364th Expeditionary Sustainment Command operations section as a Senior Human Resources Sergeant (Sergeant First Class)
- Served as a Drill Sergeant who was in charge of 60 Soldiers at 7 Basic Combat Training and ROTC units, trained hundreds of incoming National Guard Soldiers, and prepared dozens of candidates for the Drill Sergeant Academy
- Served on active duty as a Joint Operations Center Sergeant supporting Top Secret exercises in Germany and as an Army Musician in South Korea and Arizona
- Ran 5 Company to Army Reserve Command-level Best Warrior Competitions
- Led the Battalion sexual harassment & assault and drug prevention programs

### Producer Team Audio *Jan 2018 - Jun 2019*

- Recruited and contracted sound designers, built a network of field recordists, and liaised with game studios during the initial formation of the company
- Brought in \$60,000+ of revenue through successful collaborations
- Implemented audio for a consistently popular platform fighting game

### Sound & Film Editor Freelance *Nov 2012 - Jan 2018*

- Focused on supporting blind-accessible games as a dialogue editor, recordist, script editor and recruiter for *A Hero's Call* by Out of Sight Games, *Frequency Missing* by The University of Skövde, *Half* by Earplay, Inc., and others
- Produced a short documentary about a man who rescued his family in East Berlin and a segment about Eddie Sedgwick for the documentary *Danny Says*

## EDUCATION

**Master of HCI + Design** University of Washington

**BA: Film Post Production** Emerson College

## VOLUNTEER EXPERIENCE

### The Audio Mentoring Project

- Expanded mentorship project by recruiting and guiding mentors, personally connecting 74 budding sound designers with industry veterans, developing flexible mentorship systems, maintaining and migrating databases, coordinating with volunteers, and keeping the community informed

### Designing Sound

- Interviewed 44 audio professionals, edited submissions, wrote industry news pieces, coordinated get-togethers, and highlighted projects that featured accessible sound design

### The AbleGamers Charity

- Spread awareness of accessible gaming by running charity donation & adaptive hardware demo booths at 10 games conventions, assistive technology expos, and hospitals

### Middletown Adult Education Center

- Taught English as a Second Language to new citizens as an assistant teacher for 3-6 hours a week for a year and a half

## RESEARCH METHODS

### Generative

Autophotography  
Contextual inquiries  
Co-design  
Competitor analysis  
Diary studies  
Empathy interviews  
Ethnography  
Expert interviews  
In-person & remote interviews  
Literature reviews  
Photo elicitation

### Evaluative

Harms assessments  
Mental models  
Task analysis  
Value tension analysis

### Synthesis

Affinity diagrams  
Mixed methods reviews  
Prototyping  
Qualitative / value coding  
Thematic analysis

## TOOLS

### Research

Miro  
Airtable / Excel  
Otter.ai  
Infogram

### Design

Figma  
Photoshop  
InDesign  
Invision / XD

### Film

Reaper / Pro Tools  
Premiere / Avid MC  
iZotope RX  
After Effects

### Software

Unity / Wwise  
Python / C#  
HTML / CSS  
MS Project

### Accessibility

Voiceover / TalkBack / NVDA  
Video Remote Interpreting (VRI)  
Web Accessibility Eval. Tool (WAVE)  
BBC Subtitle Guidelines