

Adriane Kuzminski

USER RESEARCHER

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FEATURED PROJECTS

Vellum (Advised by Vulcan)

Mar - Aug 2020

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 DHH communities through Video Remote Interpreting (VRI) and Real-Time Captioning (CART).
- Analyzed data iteratively with thematic analysis, affinity diagrams and coding.
- Individual responsibilities included writing, filming and editing promo video, compiling secondary research, drafting study plans, transcribing interviews, and managing research and design budgets for team.

Vaei

Jan - Mar 2020

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.
- Used Value-Sensitive Design methods to analyze values and mitigate harms.
- Wrote a video script to illustrate the stages of the design in use.

WORK EXPERIENCE

Accessibility Consultant Freelance

Mar 2015 - Pres

- Advise developers on blind-accessible sound and game design techniques, including PhET Interactive Simulations, Earplay, Inc., The Deep End Games, Blackout VR, BBC Kids, Open Steno Project, and others under NDA.
- Interviewed blind sound designers, reported on audio software accessibility, and audited website accessibility for imitone, an audio-to-MIDI application.
- Presented work on blind accessibility in video games at 3 games and accessibility conferences and 2 industry meetups across North America.

Interviewer & Developer A Sound Effect

Feb 2016 - Pres

- Automate content creation and customer outreach processes in Python.
- Create weekly content using Mailchimp, After Effects, Figma, and Wordpress.
- Interviewed 16 video game sound design teams about their experiences.

Sergeant First Class U.S. Army Reserve

Jul 2005 - Pres

- Currently serving in the 364th Expeditionary Sustainment Command operations section as a Senior Human Resources Sergeant.
- Led 7 Basic Combat Training and ROTC platoons of 65 Soldiers as a Drill Sergeant, prepared hundreds of incoming National Guard Soldiers for basic training, and evaluated dozens of candidates for the Drill Sergeant Academy.
- Supported Top Secret exercises in the Joint Operations Center in Germany and performed as an Army Musician in South Korea and Arizona while active duty.
- Ran Battalion's sexual harassment & assault and drug prevention programs.
- Led teams through high-risk events for top-level competitions with no injuries.

Producer Team Audio

Jan 2018 - May 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 over \$60,000 of revenue through successful collaborations.
- Implemented audio for a consistently popular platform fighting game.

Dialogue Editor Freelance

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 a dialogue editor, recordist, script editor, and talent scout.

EDUCATION

Master of HCI + Design University of Washington

Bachelor of Arts: Film Emerson College

VOLUNTEER EXPERIENCE

The Audio Mentoring Project

- Led council by planning and charting processes, assigning responsibilities, and recruiting and guiding volunteer mentors.
- Accelerated matching process, refined application survey, and developed a new mentorship option that served 70 more applicants after interviewing 13 pairs of mentors and mentees and reviewing exit survey feedback.
- Paired 74 junior sound designers with industry veterans.

Designing Sound

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

The AbleGamers Charity

- Ran booths with adaptive gaming hardware at 10 assistive technology expos, conventions, and hospitals to raise awareness of accessible gaming and gamers with disabilities.

Middletown Adult Education Center

- Taught English as a Second Language to new citizens as an assistant teacher for 3-6 hours a week from 2013 to 2015.

RESEARCH METHODS

Generative

Competitive analysis
Contextual inquiries
Diary studies
Ethnography
In-person / remote interviews
Literature reviews
Participatory design
Photo elicitation
Surveys

Analysis

Affinity diagrams
Cognitive task analysis
Discourse analysis
Harms assessments
Prototyping
Remote usability testing
Thematic analysis
User journeys
Value tension analysis

TOOLS

Research

Miro / Mural
Airtable / Excel
Otter.ai
Optimal Workshop

Design

Figma
Photoshop
InDesign
Adobe XD

Film

Reaper / Pro Tools
Premiere / Avid MC
iZotope RX
Voice Recording

Software

Python / C#
Wordpress
MS Project
Unity / Wwise

Accessibility

NVDA / VoiceOver / TalkBack
WCAG / BBC Subtitle / CVAA Guidelines
WAVE Web Accessibility Evaluation Tool
Video Remote Interpreting (VRI)