



TAYLOR LAWSON

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The University of Texas at Dallas PhD Candidate: Computer Engineering
The University of Texas at Dallas MS: Applied Cognition & Neuroscience, 2021
Specialization in Human-Computer Interaction – 4.0
Houston Baptist University MA: Classical Languages, 2019
Greek, Latin, Hebrew – 4.0
St. Edward’s University BA: Religious & Theological Studies, Honors, 2017
Philosophy Minor, Psychology Minor, 21 hours in Literature & English Rhetoric
Cum Laude, Lux et Sapientia Award, Dean’s List

OBJECTIVE

I am seeking HCI research and design for A.I. that supports neuro-positive experiences in the user.

WORK EXPERIENCE

PUBLIC INTERACTIVES RESEARCH LAB (PIRL), UTD

Research Assistant, 2020 – Present

- BrainBay software, EEG data collection, programming workshops (C++, Java, JavaScript), neuro-tech design
- Focused on interaction with artificially intelligent technology.
- Reverse engineered several applications that support augmented reality features.

HOUSING OPERATIONS, UTD

Housing Operations Coordinator, 2021 – Present

- Pro-staff supervisor, multiple committees
- C-CURE audit, Qualtrics integration, StarRez operations, user-error regulation on databases and interfaces

Assistant Housing Operations Coordinator, 2019 – 2021 Desk Worker, 2019

- SAFE ZONE ALLY certification, Microsoft Suite training

OFFICE OF INFORMATION TECHNOLOGY, HBU

OIT Helpdesk Agent & Trainer, 2017 – 2019

HOUSTON INDEPENDENT SCHOOL DISTRICT

Associate Teacher, 2017 – 2019

TIMELESS WORDS PUBLISHING

Accounts Manager & Editor, 2017 – 2019

OFFICE OF INFORMATION TECHNOLOGY, SEU

OIT Helpdesk Agent & Trainer, 2014 – 2017

ST. EDWARD’S UNIVERSITY

Teacher’s Assistant, 2014 – 2017

Facilities Secretary, 2014

Resident Assistant, 2014 – 2016

Res-Hall Front Desk Manager, 2014 – 2016

Religious Studies Intern, 2016 – 2017

OIT Media Services Correspondent, 2014 – 2017

RESEARCH

M.S.

Final Deliverable: *Reconstructing E-commerce websites*

Final Deliverable: *My Health Tracker Application*

The “eye” of A.I.

OTE Headphones: A Boundary Object via Proxemics and Psychophysics

SKILLS

Figma, Adobe CC, wireframing, prototyping, ideation, brainstorming, heuristics, user mapping