

# Rachel Miles

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## Related Experience

### Associate Digital Product Manager

May 2017 - present

Stanley Black & Decker, Inc.

Driving aspects of product ownership within the realm of connected products at Stanley Black & Decker. Key contributor to written product texts to help define digital products. Co-organizer of an internal Digital Summit for employees.

### UX Designer and Content Strategist

May 2016 - August 2016

State Farm

As a summer intern, I spent my time creating high fidelity screen designs and developing content for the State Farm website. Participated in company brand strategy and vision discussions. Organized and led meetings on several of my projects.

### Content Strategist

May 2015- May 2016

Ivan Allen College of Liberal Arts | Georgia Institute of Technology

Managed and produced visual and written content for web through my role as news writer. Engaged followers of the College on social media and tracked through Google Analytics.

### Researcher

August 2016 - December 2016

Ivan Allen College of Liberal Arts | Georgia Institute of Technology

Analyzed qualitative and quantitative data in order to produce deliverables in the form of publications and data visualizations. Performed literature reviews to survey the related work in the research field.

### Product Designer

December 2016 - May 2017

Cytilife

Develop experience design, screen design, and user stories for gtylfe, a productivity app that utilizes sensors, artificial intelligence, and IoT devices to simplify life for students.

### Editorial Assistant

October 2015 - August 2017

Object Lessons Series | The Atlantic

Working under Ian Bogost, contributing editor at The Atlantic, to edit and publish essays in the Object Lessons series. Correspond with writers and manage the taskflow for the essays, using Slack and Asana.

## Education

### M.S. Digital Media

2015 - 2017 | GPA: 3.76  
Georgia Institute of Technology

### B.S. Spanish Literature

2011 - 2015 | GPA: 3.91  
Presbyterian College | Clinton, SC

## Skills

Project Management  
Agile Design Sprints  
Interactive Narrative  
Lean Product Design  
User Experience Design  
Service Design  
Design Research

## Tools

**Adobe:** Illustrator, Photoshop, InDesign, Premiere, Dreamweaver, XD  
**Programming:** C/C++, Java, JavaScript, HTML, CSS, Processing, Arduino, Python  
**Prototyping:** Axure, Sketch, Adobe Experience Design, Arduino  
**Web Design:** Bootstrap, WordPress, Adobe, Dreamweaver  
**Video Editing:** Corel VideoStudio Pro, Adobe Premiere

## Publications

"GameBridge: Converging Toward a Transmedia Storytelling Experience through Gameplay"  
June 2016 | TVX '16 ACM Conference

"Sor Juana y la Virgen de Guadalupe: Colaboradoras en la creación de la consciencia mexicana"  
September 7th, 2015 | Monografias.com

## Volunteer Opportunities

Dragon Con Media Relations	2016 - present	Momo Con Media Relations	2016 - present
Information Architecture Summit	2016 and 2017	Atlanta Sci-Fi Film Festival	2016
Global Game Jam	2017	Service Design Jam	2017