

## Wendy Schafer-Colvin, PhD

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Active Secret Security Clearance

7 years of professional and 6 years of academic experience in designing and developing User Interfaces (UI) for collaboration software. This includes conducting user research, designing and evaluating prototypes, specifying user interactions and system behaviors, proposing new work and briefing current design work in customer meetings, analyzing and improving UI toolkits, and improving design processes with patterns, checklists, and templates. My primary focus was on United States Army Command Post of the Future (CPOF) Program, as well as several smaller applications. CPOF is deployed in every Army-operated command post with over 10,000 desktop installations, connecting warfighters across the battlefield and providing real-time sharing of information. I strive to build software that is both easy and enjoyable to use.

### **EXPERIENCE**

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#### **General Dynamics C4 Systems** Information Design Engineer

Pittsburgh, PA  
September 2006 – February 2014

- Led, planned, and conducted an independent, year-long project to investigate user experiences with data conflicts, due to un-synchronized user changes. Designed and tested UI solutions for conveying and resolving such conflicts. Findings from paper and functional prototypes guided follow-on work.
- Designed, specified, and coordinated with development & test teams to implement a series of UIs to allow end users to be aware of, inspect, and collaboratively resolve data conflicts. Collaborative comparison tools enabled resolving duplicate data. History tools listed end user edits and highlighted conflicting changes. Notification tools warned users of conflicts requiring review. Presented design decisions to the Army during the release's preliminary and critical design reviews.
- Collaborated with software architects to prepare, brief, and win a 3 year proposal worth \$30 million to re-architect the CPOF desktop software from a network-dependent architecture to a distributed, disconnected operations architecture. Researched usage scenarios, analyzed user priorities, documented and presented a transition plan for the user experience through a series of user vignettes & sketches.
- Identified and led UX design process improvements including: an interaction design checklist, user vignettes to document context of use, and templates for documenting upgrade and downgrade behaviors.
- Provided visual and interaction design guidance on a UI toolkit that both supports responsive design and operates across multiple devices and platforms. Evaluated the toolkits capabilities using mobile and web app UIs sketches.
- Analyzed and specified how to import ArcGIS Shapefiles, ArcGIS Layer Packages, and KML files into CPOF, considering the data model and UI design. Coordinated with a development team using an Agile methodology.

