QUINN A. BURNS

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EDUCATION

Georgia Institute of Technology, College of Design | Atlanta, GA

Bachelor of Science in Industrial Design | GPA 4.0 | Expected May 2028

Stamps President's Scholar | Prestigious merit scholarship for academic excellence, leadership, and community impact.

EXPERIENCE

Design Intern

Somatic Health | April 2025 - Present

- Led app testing and redesign to improve navigation, interactions, and dashboard usability for preventative MSK care platform.
- Curated the "exercise snacks" video library and onboarding content, enhancing accessibility and retention.
- Proposed and shaped new features, including an AI health coach and daily wellness tips.

UI/UX Designer

Canvas+, IOS Club @ Georgia Institute of Technology | Jan 2025 - Present

- Collaborated with 2 designers and 6 developers in an Agile environment to build Canvas+, an enhanced Canvas Learning Management System using Xcode, improving workflows and boosting student productivity.
- Designed high-fidelity, component-based Figma prototypes for features such as file management, Al planner, and task management, ensuring adherence to Apple's design guidelines for optimal usability.
- Creating branding guidelines (logo, typography, color schemes) to deliver a cohesive, intuitive user experience.

Lead Consultant

Clarkston Community Health Center, Epic Intentions @ Georgia Institute of Technology | Aug 2024 - Dec 2024

- Co-designed a digital directory with 935 resources in 7 languages, enhancing healthcare access for the uninsured.
- Developed accessible, interactive high-fidelity prototypes in Figma, incorporating universal icons and visual cues for easy navigation across diverse user needs.
- Implemented the design on Wix with CMS, enabling easy resource management for the health center.

Student Developer

IBM Watson and VR Neuroscience Teams @ Innovation Center of St. Vrain Valley Schools | Aug 2020 - Dec 2022

- Designed and tested VR experiences with 360 GoPro cameras and EEG headbands to enhance empathy
- Collaborated on a 4-person team to iteratively design an IBM Watson chatbot, optimizing operations for a pediatric office.

Design Intern

Product Team @ Novelly | Aug 2020 - Sep 2021

- Conducted user and stakeholder interviews to inform design of community features for a youth civic engagement platform.
- Prototyped in Figma and built responsive web pages in Webflow, refining designs to enhance user experience.

RESEARCH

Research Intern

NSF National Al Institute for Student-Al Teaming Lab @ University of Colorado Boulder | Jan 2023 - Dec 2023

- Led a team of four to develop a research protocol, recruit participants, and conduct scenario-based user interviews, applying
 qualitative analysis to inform the design of CoBi, an Al classroom collaboration agent.
- Researched RoBERTa language model to enhance Al insights and designed engagement activities to build trust and adoption.

Research Trainee

Mood:Sync, Too Much Information Lab @ University of Colorado Boulder | Aug 2022 - May 2023

- Led 6-month study, designing and iterating a 13-page Figma prototype to boost teen engagement in mental health apps.
- Conducted a mixed-methods survey with 88 participants, analyzing data using indicator variables, cross-tabulation, and thematic analysis to assess feature effectiveness.
- Presented findings at Ubicomp/ISWC and co-authored a peer-reviewed paper in the ACM Digital Library, challenging previous research and advancing human-centered design for mental health technology.

COMMUNITY IMPACT

Ray C. Anderson Center for Sustainable Business Ambassador, NCWIT Aspirations in Computing National Winner, Se2 Change for Good Forward Together Campaign Content Creator, CyberSeniors Mentor, Sustainable Broomfield Community Outreach Leader

SKILLS

- Research & Design: User Research, User Personas, Wireframing, Prototyping, Usability Testing, Design Systems
- Tools: Figma, Procreate, Adobe Suite (Illustrator & Photoshop), Fusion360, KeyShot, Canva, Mural, Notion
- Development: HTML/CSS, Java, JavaScript, Python, Github, Xcode, Wix, Webflow, Firebase