

# Robin S. Stewart

204 NW 112 St.  
Seattle, WA 98177

413-464-2060

robin@robinstewart.com  
[www.robinstewart.com](http://www.robinstewart.com)

## Education

---

### MASSACHUSETTS INSTITUTE OF TECHNOLOGY

*Cambridge, MA*

#### Master of Science in Computer Science, June 2008

- ♦ Research Assistant in Human-Computer Interaction, with a focus on interfaces for information visualization
- ♦ Co-chaired the 2007 Workshop on Human-Computer Interaction and Information Retrieval (HCIR'07)
- ♦ Numerous publications, awards, and research presentations (see [www.robinstewart.com/research](http://www.robinstewart.com/research))

### WILLIAMS COLLEGE

*Williamstown, MA*

#### Bachelor of Arts, Magna Cum Laude, with Honors in Computer Science and Cognitive Science, June 2006

## Experience

---

### SOFTWARE ENGINEER, The Omni Group (2008-present)

*Seattle, WA*

- ♦ Serve as Lead Engineer for OmniGraphSketcher, a Mac application for visually communicating quantitative ideas.
- ♦ Oversee usability testing and assist with interface design for all Omni software.

### SOFTWARE ENTREPRENEUR, Mac OS X platform (2003-2008)

- ♦ Designed and developed a full-featured graphical software application with over 25,000 lines of code.
- ♦ Conducted usability research including user studies, heuristic evaluations, and surveys.
- ♦ Managed marketing, sales, documentation, customer support, and strategic planning for future releases.
- ♦ Achieved \$10,000 in revenue and was acquired by The Omni Group in 2008 to become OmniGraphSketcher.

### WEBSITE DESIGNER, Freelance (1998-present)

- ♦ Created over 20 websites for companies, student organizations, and individuals (see [www.robinstewart.com/products](http://www.robinstewart.com/products)).
- ♦ Implement all aspects, including information architecture, visual design, and programming for database-driven content.
- ♦ Continue to serve as webmaster for several sites, which receive thousands of unique visitors each month.

### RESEARCH INTERN, Endeca Technologies (Summer 2007)

*Cambridge, MA*

- ♦ Designed a novel interface for precisely exploring large collections of text documents based on sentence structure.
- ♦ Collaborated with the User Experience team and others to refine the design and run an 11-person user study.

### INTERN, Kinetic Books Company (Summer 2003 and Summer 2004)

*Seattle, WA*

- ♦ Designed and programmed physics simulations for a web-based physics textbook.

## Technical and Design Skills

---

Programming Languages: Objective-C, C++, C, Java, Python, Perl, JavaScript, HTML, PHP, SQL, and many others.

Libraries/Frameworks: Cocoa (Mac OS X), OpenGL, XML, SVG, DOM scripting, Endeca API, StarLogo, et al.

Design Tools: Adobe Photoshop, Dreamweaver, Fireworks, InDesign, and Illustrator; OmniGraffle.

## Activities

---

**Video:** Directed, filmed, and edited music videos and other projects using Final Cut Pro. (2001-2007)

**Juggling:** Led the Williams juggling club; member of the MIT juggling club. (2003-2008)

**Dance:** Participated in Bhangra, Hip-Hop, Salsa Rueda, and Tango groups. (2005-2008)

**Singing:** Williams Concert Choir (including tours to Bolivia, Sweden, Finland, and Estonia). (2002-2005)

**Community:** Participant in Seattle Works team community service projects. (2009-present)

## Honors/Awards

---

- ♦ National Science Foundation Graduate Research Fellowship (one of only 53 computer science recipients in 2007)
- ♦ Elected to Phi Beta Kappa (top 12.5% of Williams class) and Sigma Xi (The Scientific Research Society)
- ♦ Apple Worldwide Developer Conference Student Scholarship (in 2005, 2006, 2007, and 2008)
- ♦ Microsoft National High School Computer Science Scholarship (one of only 15 recipients in 2002)
- ♦ National Merit Scholarship and Robert C. Byrd Honors Scholarship (top 1% of high school students in the US)
- ♦ SAT: Quantitative: 800, Verbal: 800 (perfect score)