

Matthew Cepeda

m.cepeda684@gmail.com | 210-844-2721 | Austin, TX

Experience

UT Videogame Archive Intern

Austin, TX

2014-2015

- Cataloged, and encoded finding aids for the UT Videogame Archive.
- Processed born digital materials including hard drives, 5.25" and 3.5" floppy disks.
- Assisted in the creation of forms and policy related to the archive and its contents.
- Performed outreach duties involving donors and members of targeted communities.
- Performed heuristic evaluations and contextual analysis regarding the work flow around archival processing and documentation
- Developed content strategy for the creation of a centralized Briscoe Center information hub
- Created an interactive exhibit using materials from the archive utilizing user experience principles and concepts

Harry Ransom Center Film Collection Volunteer

Austin, TX

2014

- Scanned, OCR'd, and transcribed documents from the David O. Selznick collection.
- Assisted in the design and creation of web exhibit material.
- Performed basic preservation, cataloging, and processing work.

Self-Employed

San Antonio, TX

2011-2013

- Developed and wrote screenplays for entrance into film festivals and competitions.
- Researched procedures for establishing copyright on created materials.
- Worked to establish connections with local area media groups.

Skills

Software/Hardware

- MS Excel, MS Word, MS Power Point, Gantt Project, Libreoffice Document, Calc
- Adobe Photoshop, Adobe Illustrator, Axure, InVision, moqup
- Qlik, Tableau
- Basic PHP, HTML, CSS knowledge
- PC hardware installation

Education

The University of Texas at Austin

MSIS, Master of Science in Information Studies

2013-2015

The University of Texas at San Antonio
BA, Bachelor of Arts in Classical Studies
Summa Cum Laude
2010-2012

Projects

Usability Experience

School of Information, Human Computer Interaction

- Designed and prototyped elements of a mobile application
- Wrote an extensive design report for the mobile application
- Conducted contextual inquiry with relevant users and stakeholders
- Conducted contextual analysis and identified user requirements based on user and stakeholder responses
- Produced prototype elements within Axure and Photoshop

School of Information, Usability

- Conducted usability testing involving a non-profit website
- Conducted a heuristic evaluation of the non-profit website
- Wrote a usability test plan
- Collected quantitative and qualitative usability data (time on task, error and task completion rate, pre and post-test surveys, think aloud note taking)
- Wrote a usability report detailing the findings from testing data