



ANGIE BRUNK

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PROFILE

I am seeking an entry level position in UX that utilizes my unique knowledge and experience. I have recently completed a Master of Applied Science in UX with an emphasis in accessible design. I also participated in an accessible technology workshop at MIT that was by invitation and application only. Through my professional life as a librarian I have observed how people actually use technology.

EXPERIENCE

Missouri Western State University

Instruction Librarian 2015 to 2019

- Assisted students with research and use of library technology
- Delivered information literacy presentations for classes and directly to students
- Maintained Library Web Page

Springshare

Intern/ Accessibility Consultant Summer 2017

- Accessibility Audit of Springshare hosted applications
- Training on the social model of disability and the user's perspective on web accessibility

Emporia State University

Reference and Instruction Librarian 2012-2015

- Partial re-design William Allen White award website
- User research before, during and after the opening of the 24-7 learning commons
- Managed maker-space including training users on use of a 3-D printer
- Managed library Facebook page
- Assisted students with research and use of library technology
- Taught for credit information literacy and journalism courses

East Central University

Reference, Outreach and Special Collections Librarian 2004-2012

- Started a digital library program
- Started a library preservation program
- Responsible for library public relations and branding
- Library Instruction
- Responsible for continuous improvement of reference services

EDUCATION

MAS Human Factors and Usability Testing Missouri Western State University 2019

MA Journalism Indiana University 2007

MLS Indiana University 1999

BA Political Science Baker University 1997

SELECTED CONFERENCE PRESENTATIONS AND PUBLICATIONS

- "Accessible and Inclusive Design for Library Marketing" Library Marketing and Communications November 2019
- Forthcoming with D. Monobe "Level up: making games accessible" in *Games and Gamification in Academic Libraries*. Edited by Stephanie Crowe and Eva Sclippa. ACRL 2020.
- "Creating a Culture of Accessibility" webinar delivered for a professional organization for librarians <https://youtu.be/ii0KPkHKZHU>
- "Evaluation of training for software developers on the social justice model of accessibility" Cambridge Workshop on Universal Access and Assisstive Technology Forthcoming April 2018 (also published in conference proceedings.)
- "Code for America as an instructional resource for teaching user centered design and accessibility" with J. Elliott Applied Human Factors and Ergonomics International Conference July 2017 (also published in conference proceedings)
- "Don't Make the Blind Kid Play Dodgeball" Brick and Click 2013 (also published in proceedings); KLA-CULS 2014; KLA-MLA 2015
- "Getting Out of the User's Way: Designing for Accessibility" iCON 2011
- "Webpage Accessibility" With Connie van Fleet and Micheal O'Hasson at Oklahoma Library Association Conference 2006.