

# Destinie Carbone

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## Professional Summary

Mx. Carbone is a human factors engineer with over 15 years of delivering user-centered design and engineering solutions within the Intelligence Community (IC). Mx. Carbone is experienced in applying user experience (UX), algorithmic experience (AX), and human factors research methods (cognitive task analysis, contextual inquiry, participatory design, heuristic evaluation, usability testing, and quantitative analysis) to define implementation and user requirements.

## Professional Experience

**Faculty Specialist** | University of Maryland College Park Applied Research Laboratory for Intelligence and Security (ARLIS)

2024 - Present, College Park, MD

- Conduct qualitative research using semi-structured interviews, open-ended surveys, thematic analysis, and participatory design methods to explore complex experiences and perspectives.
- Translate findings into software requirements
- Develop white papers and research proposals

**Creative Director, Lead Human Factors Engineer** | Omega Minds

2019 - 2024, Annapolis Junction, MD

- Led UX research and design for large-scale software initiatives, shaping user-centered solutions from concept through implementation.
- Collaborated cross-functionally with engineering teams, leveraging front and back-end knowledge of languages and code structure to inform feasible, scalable design solutions.
- Spearheaded Section 508 Accessibility compliance initiatives and embedded inclusive design practices into development workflows.
- Educates team on current web design and usability standards, best practices, and current trends.
- Assists in project and proposal development through low and high fidelity wireframes.
- Initiates user outreach and feedback. Compiles feedback and data to influence workflows and feature suggestions.

**Human Factors Engineer** | Next Century Corporation

2012 - 2018, Annapolis Junction, MD

- Presented tool demos, held Workshop Courses, and met with users to help enhance their understanding of the tool's capabilities while gathering valuable user feedback.
- Worked closely with development teams to create high fidelity designs. Developed front-end prototypes of web applications via semantic HTML/CSS for implementation.
- Spearheaded project marketing efforts for websites, graphics, newsletters, videos, logos and brochures.

- Conducted outreach to interact with current users in an effort to gather requirements, facilitate research, implement qualitative and quantitative survey results to improve the usability of applications.
- Created high profile graphics and logos for Next Century using modern design trends.

### **User Experience Designer** | TexelTek, Inc.

2010 - 2012, Annapolis Junction, MD

- Lead UX and designer on flagship project. Created low fidelity mockups and implemented high fidelity HTML/CSS designs for the development teams. Assisted in the implementation of front end code for releases.
- Created marketing materials for TexelTek (advertisements, fliers, brochures) and illustrator for proposal graphics.
- Research and development with the UX team for UX languages to assist in faster and easier web development. Research for UX concepts that would aid in a more efficient development including: personas, agile, and design sessions.

## **Professional Engagements**

### **Pathways to Creating Accessible Web-Based Applications**

September 27, 2024, Human Factors & Ergonomics Society (HFES) | Washington, DC

Creator and presenter for a webinar on how to incorporate accessibility options using semantic HTML, optimizing for screen readers, and design for UX and engineer teams.

### **Project on AI, Human-Machine Teaming & the Future of Intelligence Analysis: Assessing Pathways for Implementation**

February 12-13, 2024, SPSC | Arlington, VA

Panel member on the discussion of the human element, expectations, and trust with upcoming Artificial Intelligence Initiatives in the Intelligence Community.

## **Education**

### **Master's Degree in Human Centered Computing**

Expected 2029 | University of Maryland Baltimore County (UMBC), MD

### **Bachelor's Degree in Digital Illustration**

2009 | Towson University, MD

### **Associate's Degree in Illustration**

2006 | Delaware College of Art and Design, DE

## **Skills**

Qualitative Research, Cognitive Task Analysis, Usability Testing, Wireframing and Prototyping, Information Architecture, Heuristic Evaluations, Persona Development, Accessibility, Web Standards, Visual Communication

### **AI-Adjacent Human Factors**

Human-centered AI, Algorithmic Experience (AX), Neurosymbolic AI, Requirements Definition, Explainable AI (XAI)

**Programs and Languages**

Adobe suite, Adobe XD, Balsamiq, Figma, HTML5, CSS3, Git, AngularJS, jQuery, Material, SASS, Less