

Michael Fleetwood

4022 Portsmouth St.
Houston, TX 77027

(713) 320-2729
fleet@rice.edu

Objective: Human Factors Engineer.

Education: Doctoral Program, Psychology
Fall 1999 – May 2005 (expected graduation)
Focus in Human/Computer Interaction
Rice University
Houston, TX

M.A. Cognitive Psychology
January 2002
Focus in Human/Computer Interaction
Rice University
Houston, TX

B.S. Business Administration
December 1997
Marketing and Finance Concentrations
Minors in Spanish and Communication Management
Trinity University
San Antonio, TX
GPA: 3.7 (cumulative)
GPA: 3.9 (in major)

Study Abroad
La Universidad de Chile, La Universidad Catolica
Spring/Summer 1996
Santiago, Chile.

Experience:

May 2003 – Sept. 2003 **Cognitive Modeling and Eye Tracking** Palo Alto Research Center
Developed a computational model (in ACT-R) of eye movement behavior in a novel browser (DOITree) based on the results of an eye-tracking study.

Dec. 2002 – Jan. 2003 **Web Usability and Eye Tracking** Hewlett Packard Co.
Conducted usability studies for hp.com, with a focus on studies using eye tracking.

June 2001 – Sept. 2001 **Technology Design and Evaluation** OHAI Tech. Inc.
Participated in design and evaluation of a one-handed input device for text-entry in Chinese.

Sept. 2000 – Dec. 2000 **Web Usability** NexityBank.com
Conducted usability studies to evaluate the company's online bill-pay system.

March 1999 – Aug. 1999 **Web Page Design** Interconnect Web Design
Designed and created web pages for local businesses.

Jan. 1999 – March 1999 **Bills Online Assistant** NM Legislative Council
Maintained and updated web pages for the New Mexico State Legislature.

Travel: Summer and Fall 1998, traveled in Europe and lived in Malaga, Spain.

Activities: Founding editor, AnythingUsability.com
Web Administrator, Houston Chapter of the Human Factors and Ergonomics Society
Volunteer bartender, Valhalla (Rice Univ. graduate student bar)
President, Rice Graduate Student Association men's soccer team
Psi Chi (Psychology honor society)
Beta Gamma Sigma (Business honor fraternity).

Computer Skills: Programming experience in HTML, Pascal, JavaScript, Scheme, C++, and Lisp;
Statistical analysis using SAS and SPSS. Cognitive modeling using ACT-R.