

## Konstantine Prevas

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### EDUCATION

- **Carnegie Mellon University** – *August 1998 - December 2002*
  - B.S. in Computer Science/Human-Computer Interaction, minor in Psychology
    - Cumulative GPA: 4.0
  - Master of Human-Computer Interaction
    - Cumulative GPA: 4.0
    - Master's project: designing and prototyping gesture recognition interface for General Motors

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### WORK EXPERIENCE

- Software Engineer, **Google** (ITA Software) - *April 2011 (June 2010) - present*
  - Mobile UI developer for ITA/Google's consumer flight search tools
  - Developed iOS/Android UI for Google Flight Search ([www.google.com/flights](http://www.google.com/flights))
- Senior Software Engineer, **Guidewire Software** - *April 2006 - June 2010*
  - Lead developer on Guidewire Studio, a full-featured IDE for Guidewire's enterprise software platform and programming language
  - Designed and developed quasi-WYSIWYG UI configuration editor for Studio
  - Modernized Guidewire's web layer by adding support for AJAX controls and customer skinnability
- UI Designer/Programmer, Project Halo, **SRI International** – *January 2005 - April 2006*
  - Designed and developed user interface for AI knowledge base construction by subject matter experts
- Research Programmer, **Carnegie Mellon University** – *February 2003-December 2004*
  - Designed and developed tools for automated cognitive modeling-based evaluation of interface designs
  - Developed usable front-ends for interacting with ACT-R cognitive architecture
  - Developed authoring tools for computer-based cognitive tutoring systems
- Teaching Assistant, **Carnegie Mellon University** – *August 2001-December 2002*
- Research Assistant, **Carnegie Mellon University** – *May 2001-August 2002*

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### RELEVANT SKILLS

- Extensive experience in **Java** and **DHTML/Javascript/AJAX** (including GWT, Dojo, and jQuery frameworks).
- Other languages: C/C++, Objective-C (including Cocoa and Cocoa Touch frameworks), Ruby/Rails, PHP, Lisp, Python, Actionscript, Gosu.
- UI design, including formal UI evaluation methods.
- Agile/Test-Driven Development, Scrum development methodology.