

# Ruijia “Regina” Cheng

## Qualitative & Quantitative UX researcher

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**Ph.D.** candidate in **Human-computer interaction (HCI)**. **5+ years** of experience in **qualitative and quantitative research** on **online communities**, **AI programming & data tools**, **creator support**, and **education technology**.

**Key Skills** **Qualitative Research**: interview, ethnography, usability testing, design probe, grounded theory, design & research workshops, thematic analysis, literature review | **Quantitative Research**: survey, A/B testing, experiment design, statistical analysis | **Programming**: Python, R, SQL, JavaScript, web development (React, FastAPI, Node.js, HTML, CSS), machine learning (PyTorch, TensorFlow) | **Design**: Photoshop, Figma, Illustration, InDesign, Blender

## Experiences

### University of Washington Graduate Researcher, HCI

2018 – present

- **Led 10+ mixed method formative and evaluative** research projects on topics including online peer production platforms, data science & programming tools, STEM education, creativity support, and human-AI collaboration.
- Designed and built **data pipelines** and **user-facing web applications**.
- **Managed** teams of 5-10 researchers and engineers, **set agendas**, and **mentored** junior researchers.
- Published **10+ research reports** on impactful HCI venues; **translated research** into product insights.

### Microsoft HCI Research Intern, AI Software Development Tools

2022

- **Led** a multi-phase research on user trust in **AI-powered code generation** tools; designed and conducted **30+ interviews & 20+ evaluative studies** with software engineers; **built** visual **prototypes** to convey design insights.
- Generated **research reports** for engineering teams and disseminated findings in broader academic communities.
- **Reported to director-level stakeholders**; **impacted the product strategy** of GitHub Copilot with concrete design guidelines and visual prototypes.

### Dataminr HCI Research Intern, Human-AI Collaboration in NLP

2021

- **Led** research on **human-in-the-loop** text summarization; **synthesized 600+ academic literatures** into concrete product design guidelines; **developed Figma prototypes** and conducted **evaluative studies** with **crowd workers**.
- Generated **research reports** for internal usage and **publications** in broader academic communities.
- **Reported to director-level stakeholders**; **laid the foundation** for the design of internal tools with **actionable guidelines** supported by theory and user data.

### Meta UX Research Intern, Video Recommendation

2020

- Designed & conducted **20k+ surveys** in **5 countries**; quantitatively **analyzed 20k+ user logs**; designed & conducted **interviews** and **usability tests**.
- **Impacted** the design of recommendation algorithms and video players with insights from **international markets**.
- Collaborated effectively with **cross-functional teams** (engineering, design, PM, and data) and **vendors**.

## Education

### University of Washington (UW)

**Doctor of Philosophy** in Human Centered Design & Engineering

Expected 2023

**Master of Science** in Human Centered Design & Engineering

2021

### University of California, San Diego (UCSD) Magna Cum Laude

**Bachelor of Science** in Cognitive Science with a Specialization in Computation

2018

**Bachelor of Science** in Mathematics: Applied Science

2018