

Ruijia “Regina” Cheng

Mixed Method UX researcher

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Ph.D. candidate in **Human-computer interaction (HCI)** with **5+ years** of experience in **leading qualitative and quantitative research** on online communities, AI-powered programming and data tools, 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 tools, 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, 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