

Shan Wang

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SKILLS

UX Research

Interviews, Surveys, Experiments, Usability Testing, Heuristic Evaluation, Virtual Ethnography, Cognitive Walkthroughs

Prototype in Figma, Axure RP, Adobe XD, Photoshop

Programming in Python, HTML, CSS, JavaScript, Node.js

Qualitative & Quantitative Data Analysis

Thematic Analysis, Descriptive Analysis, Regressions, ANOVA, T-Tests, Chi-square, User Log Analysis, in Python, R, SPSS, SAS, MATLAB

Data Visualization in Python, R, Plot.ly's Dash, Tableau

Version Control in GitHub, GitLab

RELEVANT WORK EXPERIENCE

Saveit

Jan 2024 – Now

UX Researcher

Online

- Collaborating with a cross-functional team to develop a budget simulation game for teens and young adults to learn financial habits. Helping conduct qualitative and quantitative user research to learn more about their potential users.

The Applied Cognitive Science Lab

Jan 2019 – Now

Doctoral Researcher

University Park, PA

- Solved problems for cognitive modelers (niche users). Recruited participants in the US and Japan. Conducted semi-structured interviews and observational studies to discover pain points in learning and using ACT-R cognitive architecture. Synthesized and analyzed data for actionable insights. Shared research outcomes through a workshop presentation, effectively inspiring the research community to update tutorials.
- Utilized Python to analyze extensive quantitative data pertaining to users' mouse clicks, focusing on individual differences and performance errors in a complex 35-component electric circuit fault-finding task. Presented findings at two international conferences.
- Collaborated within a cross-functional team of 15 industry and academic professionals to develop an online training tutor for students. Conducted expert heuristics evaluations for the tutor in the Advanced Medical/Surgical Nursing class. This collaborative effort resulted in the onboarding of over 200 student users.

The Human in Computing and Cognition Lab

Jun 2023 – Dec 2023

Doctoral Researcher

University Park, PA

- Worked on a Human-AI Cooperation project focused on Anti-Racism. Conducted cognitive walkthrough sessions to understand users' interactions with an AI agent. Implemented a cognitive model of users and integrated it with the game website in JavaScript, Node.JS, and Lisp.

The Pennsylvania State University

Aug 2018 – May 2023

Instructional & Teaching Assistant

University Park, PA

- Mentored student groups in the Technologies for Digital Entrepreneurship class, guiding them to identify user needs and design innovative prototypes. Evaluated health-related prototypes as a judge in the Mobile Health Challenge, contributing expertise to assess desirability, viability, and feasibility.

The Wellbeing and Health Innovation Lab

Aug 2018 – Jun 2020

Research Assistant

University Park, PA

- Evaluated a new content design idea, with a survey experiment through Qualtrics. Explored the impact of humor in notification system prompts on healthy behavior changes, earning the Distinguished Master's Thesis Award for its innovative and cost-effective recommendations.
- Contributed to a survey study on user perceptions and experiences with smart speaker's expressive lights. Analyzed data in R and crafted design recommendations, resulting in a paper presented at the prestigious CSCW conference.

EDUCATION

The Pennsylvania State University

Expected May 2024

Ph.D. & M.S. in Human-Computer Interaction (HCI), with the Distinguished Master's Thesis Award

University of California, Davis

2014 – 2018

B.A. in Mathematics & Psychology, with Dean's lists