Shan Wang

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5+ years of experience in Human-Computer Interaction to work independently and collaborate with a cross-functional team

SKILLS

UX Research: Generative, Formative, Evaluative; Interviews, Surveys, Heuristic Evaluation, Cognitive walkthrough
Qualitative & Quantitative Data Analysis: Thematic Analysis; Descriptive, Regressions, ANOVA, T-Tests, Chi-square, User Log Analysis**;** Python, R, SPSS, SAS, MATLAB

RELEVANT WORK EXPERIENCE

The Applied Cognitive Science Lab   *Jan 2019 – Now*
Doctoral Researcher   *University Park, PA*
- **Self-started an end-to-end generative research project**; recruited users in the US and Japan for semi-structured interviews and observation to investigate their pain points in learning and using ACT-R (a cognitive architecture); synthesized and analyzed data to identify opportunities for innovation and improvement; gave a talk to a workshop and inspired its research community to update tutorials.
- Analyzed large-file quantitative data of users' mouse clicks in Python for individual differences and performance errors on a 35-component electric circuit fault-finding task; presented findings at 2 international conferences.
- Collaborated in a cross-functional team with 15 industry and academic professionals to make an online training tutor for students and did expert heuristics evaluation, resulting in 200+ student users in the Advanced Medical/Surgical Nursing class.

The Human in Computing and Cognition Lab   *Jun 2023 – Dec 2023*
Doctoral Researcher   *University Park, PA*
- Did cognitive walkthrough sessions to understand users' interactions with an AI agent in a game context for a Human-AI Cooperation project on Anti-Racism.
- Built a cognitive model of users and connected it to the game website to prepare a comparison with 1008 users' performance data.

The Pennsylvania State University   *Aug 2018 – May 2023*
Instructional & Teaching Assistant   *University Park, PA*
- Guided and helped student groups identify users' needs and design their prototypes in the Technologies for Digital Entrepreneurship class.
- Evaluated students' health-related prototypes in the mobile Health Challenge as a judge.

The Wellbeing and Health Innovation Lab   *Aug 2018 – Jun 2020*
Research Assistant   *University Park, PA*
- **Self-started an end-to-end evaluative research project**; conducted a survey experiment via Qualtrics about the influences of the humor level of the notification system's prompt content on healthy behavior changes, resulting in the Distinguished Master's Thesis Award for its innovative low-cost recommendation.
- Helped conduct a survey study about user perceptions and experiences on smart speaker's expressive lights; analyzed data in R and developed design recommendations, resulting in a paper at the CSCW conference.

EDUCATION

The Pennsylvania State University   *Expected May 2024*
Ph.D. in Human-Computer Interaction (HCI)

The Pennsylvania State University   *2018 – 2020*
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