

# Ayse Hunt

---

(206) 696 - 3601 | [aysehunt@gmail.com](mailto:aysehunt@gmail.com) | [aysehunt.github.io/portfolio/](http://aysehunt.github.io/portfolio/)

## Education

### Northwestern University

*Ph.D. in Computer Science and Learning Science, 9/2020 – expected 6/2025*

### University of Puget Sound

*B.S. in Computer Science and B.A. in Art History, 8/2015 – 5/2019*

## Experience

### Northwestern University

*Osmo Coding Research Assistant, 1/2021 – 9/2023*

- Analyzed video data of children playing with Osmo Coding's Awbie iPad game
- A/B tested two different interfaces to explore impacts on children's interactions with the game and each other
- Ran statistical analysis with Python to quantitatively summarize the effects of each interface

*TunePad Research Assistant, 9/2020 – 6/2021*

- Assisted with curriculum development for TunePad, a platform where users write music with Python scripts
- Facilitated and analyzed 8 think-aloud interviews where users explored different features of the platform

### Adler Planetarium

*Visiting Researcher, 9/2021 – 6/2022*

- Identified usability and accessibility issues of an interactive touch table in an existing museum exhibit
- Held feedback sessions with 25 middle school youth and educators to refine exhibit prototype designs

### Vulcan, Inc.

*Living Computers: Museum + Labs Curatorial Intern, 6/2019 – 8/2019*

- Conducted a mixed-methods study to evaluate visitor experiences in an existing museum exhibit
- Designed and deployed a visitor survey with SurveyMonkey onsite and via email
- Translated survey results into a renovation proposal
- Presented renovation proposal to key stakeholders who approved the proposed design changes

### Museum of Glass

*Student lead and Android developer, 11/2018 – 6/2019*

- Led a team of other 3 students in developing an Android application in Java featuring museum artifacts
- Developed the front-end of the application and supported back-end debugging
- Facilitated weekly standups, tracked feature progress, and communicated with museum stakeholders

### University of Puget Sound

*STEM Undergraduate Researcher, 6/2017 – 12/2018*

- Developed a Java program to study the habits of people learning to program
- Re-constructed user sessions based on IDE log data in order to detect moments when students struggled
- Tested the applicability of an existing theoretical framework on our dataset

## Skills

**Languages** Python, Java, JavaScript, HTML/CSS, SQL, Haskell, Prolog

**Methods** Survey studies, interview studies, interaction analysis, co-design sessions, quantitative analysis

**Applications** Qualtrics, SurveyMonkey, Figma, Tableau, Stata, Smartsheet

**Organizations** Chicago Innovation, Graduate Women in Computing, ACM-W