

ASHLEY BOONE

 (971) 732 9246  aboone34@gatech.edu  abooneportfolio.com

Education

Aug 2021- **Georgia Institute of Technology, Atlanta**

Present P.h.D Human Centered Computing | 4.00 GPA

Sep 2016- **University of Washington, Seattle**

Jun 2020 B.S. Human Centered Design and Engineering | 3.90 GPA (Magna Cum Laude)

Focus in Human Computer Interaction | Minor in Architecture

Research Experience

Aug 2021- **Graduate Research Assistant**

Present Data Publics, Georgia Tech | Supervised by [Prof. Christopher A. LeDantec](#)

- Contributed to background research, initial field research, and re-submission of project grant.
- Submitted an academic paper based on 28 hours of fieldwork and semi-structured interviews with an Atlanta service provider.

Sep 2019- **Project Coordinator**

Oct 2020 STEM + Dance, Seattle | Supervised by [Prof. Irini Spyridakis](#)

- Led development of 8 hours of outreach curriculum, coordinated 10 student volunteers and established partnerships with local after school programs.
- Published outcomes as first author and presented findings at the IEEE Global Humanitarian 2020 conference.
- Received “Undergraduate Innovation Team Award” for developing novel practices exemplifying principles of human centered design.

Jun 2019- **Research Intern**

Oct 2020 Protolab, UC San Diego | Supervised by Dr. Stephen MacNeil and Prof. Steven Dow

- Analyzed the content of posts in an open discussion forum and the features of platforms facilitating open innovation.
- Found patterns in complex qualitative data and led a grounded analysis by developing coding schemes that augmented quantitative findings. Shared results in two academic papers.

Jan 2020- **User Research Capstone**

Jun 2020 Seattle Children’s Hospital | Supervised by Staci Heldring and Casey Raker

- Analyzed interview data to build a user journey map highlighting challenges associated with each stage of the pediatric cancer discharge process.
- Designed interview protocols, created a framework for sharing our data, and adapted participatory design sessions to a virtual format in response to COVID-19.

Mar 2018- **Research Assistant**

Jun 2020 User Empowerment Lab, UW | Supervised by Prof. Alexis Hiniker

- Contributed to projects on digital privacy, smartphone addiction, digital voice assistants, and news consumption.
- Designed interview protocols, conducted interviews with 26 study participants, and participated in qualitative coding of interview transcripts for 4 studies.
- Co-authored two academic papers.

Teaching Experience

Sep 2022- **Volunteer Instructor**

Present

Georgia Tech Ballroom Dance Club, Beginner Social Lessons

- Led 20-80 students through the basic fundamentals of six dance styles in beginner social dance lessons.

Aug 2021- **Graduate Teaching Assistant**

Dec 2021

Georgia Tech, Introduction to User Interfaces

- Guided 19 students through a semester long project teaching user centered design principles.

Jan 2019- **Choreographer, Instructor**

Jun 2020

UW Salsa Club

- Led beginner classes for 2-150 students and planned lessons to progressively build skills.
- Choreographed the Performance Team and taught intermediate level dancers to prepare for a series of performances.

Mar 2019- **Activity Lead**

Jun 2019

HCDE K-12 Outreach

- Adapted design charette for middle school students and facilitated creative activities in the classroom to increase awareness of the human centered design process.

Publications

Careful Data Tinkering. Anh-Ton Tran, **Ashley Boone**, Christopher A. Le Dantec, Carl DiSalvo. Proc. ACM Hum.-Comput. Interact, 6, CSCW2, November 2022. (Forthcoming)

Chameleon Clippers: A Tool for Developing Fine Motor Skills in Remote Education Settings, Gennie Mansi, **Ashley Boone**, Sue Reon Kim, Jessica Roberts; International Journal of Computer-Supported Collaborative Learning, 2023 (Forthcoming)

STEM Outreach in Underserved Communities through the Lens of Play, Creativity, and Movement; **Ashley Boone**, Jamie Vanderwall, Maya Klitsner, Irini Spyridakis; IEEE Global Humanitarian Technology Conference (GHTC). IEEE, 2020.

Parenting with Alexa: Exploring the Introduction of Smart Speakers on Family Dynamics; Erin Beneteau, **Ashley Boone**, Yuxing Wu, Julie A. Kientz, Jason Yip, Alexis Hiniker; CHI 2020: The 2020 ACM Conference on Human Factors in Computing Systems.

Finding Place in a Design Space: Challenges for Supporting Community Design Efforts at Scale; Steven MacNeil, Jason Ding, **Ashley Boone**, Anthony Grubbs, Steven Dow; Proceedings of the ACM on Human-Computer Interaction, 5(CSCW1), 1-30.

Is Someone Listening? Audio Related Privacy Perceptions and Design Recommendations from Guardians, Pragmatists, and Cynics; Julia Dunbar, Emily Bascom, **Ashley Boone**, Alexis Hiniker; Proceedings of the ACM on Interactive, Mobile, Wearable and Ubiquitous Technologies, 5(3), 1-23.

Seamful Design: A Review of Open, Online Design Initiatives During COVID-19; Stephen MacNeil, Sarah Nicita, **Ashley Boone**, Kenneth Chen, Enrique Arcilla, Eric Richards, Steven Dow; (Prepared for Submission at CSCW 2021)

Presentations

STEM Outreach in Underserved Communities through the Lens of Play, Creativity, and Movement; IEEE Global Humanitarian Technology Conference (GHTC); October 2020

Work Experience

May 2022- Aug 2022 **UX Research and Design Intern**

Invetech, San Diego

- Designed protocols for usability testing to meet FDA regulations for summative assessment of medical devices and conducted known use risk analysis according to Followed Human Factors Engineering protocol
- Analyzed existing medical device features to assess competing products

Aug 2020- Feb 2021 **UX/UI Designer**

PRA Health Sciences, San Diego (Contract Position)

- Built a design system to streamline designer workflows and facilitate hand-off to developers. Communicated across teams including product managers, developers, business analysts, and creatives.

Mar 2018- Aug 2020 **Assistant UX Designer**

University of Washington IT Department, Seattle

- Created intuitive and accessible tools for mobile and desktop by conducting user research, creating workflows and interactive prototypes, and evaluating design solutions through usability tests.
- Influenced decision making on long term product road-maps for a tool used by over 50,000 students on 3 campuses.

Apr 2018- Aug 2021 **Freelance Web Design and Development**

- Designed and developed user interfaces for 6 websites that promote non-profits and local businesses.

Leadership

2018-2020 **Designer, Event Coordinator** | UW Salsa Club

2018-2019 **Outreach Coordinator** | HCDE Undergraduate Student Associations

2018 **Social Media Management** | Barcelona Study Abroad Experience

2017-2018 **Co-President, Event Coordinator** | Pixel Husky

Awards

Jun 2020 **HCDE Undergraduate Innovation Team Award** | UW College of Engineering

Feb 2020 **Husky 100** | Nominated and chosen for outstanding leadership

Mar 2019 **Best Hack** | SWE Hackathon 2019, general category

Mar 2018 **Best User Experience** | SWE Hackathon 2018

2016-2020 **Purple and Gold Scholarship** | University of Washington