

ASHLEY BOONE

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Education

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

Related Coursework: User Centered Design, Inclusive Design, Interactive Prototyping, Physical Prototyping, Visual Communication, Interaction Design, User Research, Usability Testing, Computer Programming, Web Technologies

Research Experience

Sep 2019- **Project Coordinator** | University of Washington, Seattle | Supervised by Prof. Irini Spyridakis

Oct 2020 Led development of 8 hours of outreach curriculum leveraging the arts to engage underrepresented students with STEM. 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** | Protolab, UC San Diego | Supervised by Dr. Stephen MacNeil and Prof. Steven Dow

Oct 2020 Examined how end users contribute to design processes by analyzing 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** | Seattle Children’s Hospital | Supervised by Staci Heldring and Casey Raker

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

Jun 2020 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.

Publications

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; (In Submission at CSCW 2021)

Is Someone Listening? Audio Related Privacy Perceptions and Design Recommendations from Guardians, Pragmatists, and Cynics; Julia Dunbar, Emily Bascom, **Ashley Boone**, Alexis Hiniker; (In Submission at CHI 2021)

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

Teaching Experience

- Jan 2019-
Mar 2020 **Choreographer, Instructor** | 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-
Jun 2019 **Activity Lead** | 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.

Work Experience

- 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-
Jun 2020 **Freelance Web Design and Development** | Seattle
Designed and developed user interfaces for 4 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

Skills

Design Tools: Adobe Creative Suite, Sketch, Figma, Invision, Overflow

Programming: Python, HTML, CSS, React, Firebase

Qualitative Research Methods: Interviews, Survey Design, Qualitative Coding, Thematic Analysis

User Centered Design Methods: Storyboarding, Wireframing, Prototyping, Usability Testing