

Calvin Liang

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SKILLS AND EXPERTISE

Research Methods: User research, interviews, surveys, focus groups, co-design, diary studies, Asynchronous Remote Community (ARC), thematic analysis, usability studies, inclusive design

Tools and Technologies: Zoom, Qualtrics, Google Forms, Google Sheets, Sketch, Adobe Photoshop, Adobe Illustrator, Acrobat, InVision, MarvelApp, Miro

EXPERIENCE

Research Assistant May 2018 – Present
University of Washington *Seattle, WA*

- Facilitated codesign, participatory design, asynchronous remote communities, and focus group sessions with transgender and gender expansive youth
- Designed and moderated interview and survey study with HCI researchers doing research with marginalized people
- Analyzed qualitative data to translate user research into design recommendations for an online sex education resource for transgender youth
- Led and collaborated on projects with diverse researchers with varying levels of skill sets and backgrounds

User Experience Designer Jun. 2015 – Feb. 2017
Polis (now Knoq) *Boston, MA*

- Iteratively designed and developed wireframes and interactive prototypes for both mobile and web platforms
- Conducted usability testing on mockups, wireframes, and prototypes
- Worked collaboratively with software development teams and CEO to create and update MVP

User Experience Intern Nov 2016 – Feb 2017
Room2Learn *Cambridge, MA*

- Redesigned room2learn's web platform by conducting user research and iterative wireframing and prototyping
- Identified and worked with software team to resolve disruptions of user workflow

EDUCATION

University of Washington *Seattle, WA*
PhD in Human Centered Design and Engineering *Sept. 2018 – May 2023*

Tufts University *Medford, MA*
MS in Human Factors Engineering *Jan. 2017 – May 2018*

Tufts University *Medford, MA*
BS in Engineering Psychology *Aug. 2012 – May 2016*

PUBLICATIONS

Embracing Four Tensions in Human-Computer Interaction Research with Marginalized People.

Liang, C.A., Munson, S.A., Kientz, J.A. (In press). To appear in ACM Transactions on Computer-Human Interaction.

Surveillance, Stigma, and Sociotechnical Design

Liang, C.A., Hutson, J., Keyes, O. (2020). First Monday, 25(10). <https://doi.org/10.5210/fm.v25i10.10274>

Designing An Online Sex Education Resource for Gender-Diverse Youth

Liang, C.A., Albertson, K., Williams, F., Inwards-Breland, D., Munson, S.A., Kientz, J.A., Ahrens, K. 2020. Interaction Design and Children 2020 (IDC '20), June 21-24.

Personal Data and Power Asymmetries in U.S. Collegiate Sports Teams

Kolovson, S., **Liang, C.,** Munson, S., Starbird, K. PACM Human-Computer Interaction 2020; 4.

Engaging Teenagers in Asynchronous Remote Groups to Design for Stress Management

B, A., **Liang, C.,** Zeng, E., Shukla, K., Wong, M., Munson, S., Kientz, J. 2019. Interaction Design and Children 2019 (IDC '19), June 12-15. Boise, ID.