

CHRISTINA POLLALIS

User Experience Researcher

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SKILLS

USER EXPERIENCE & PROTOTYPING

- Paper Prototyping, Storyboarding, Wireframing
- 3D Printing
- Usability Testing, MTurk Testing
- User Research, User-Centered Design

TECHNICAL

- HTML5/CSS3, JavaScript
- JQuery, D3.js, Bootstrap
- Java, C#, C++

TOOLS

- Unity, Github, Visual Studio
- Balsamiq Mockups, LaTeX
- Illustrator, Photoshop, InDesign
- IBM SPSS Statistics

WORK EXPERIENCE

WELLESLEY HUMAN-COMPUTER INTERACTION LAB

User Experience Research Fellow, 2015 - Present

HoloMuse

- Design and develop a Microsoft HoloLens augmented reality museum application using Unity and C#
- Created and presented user analysis, storyboards, and wireframes at the beginning of the project development process
- Conduct 70+ in-lab usability studies and analyze the quantitative and qualitative data collected using IBM SPSS Statistics
- Use the data collected to draw conclusions about the application's usability and make informed design recommendations
- Manage the team of six researchers by constructing a project roadmap, leading weekly meetings, and assigning tasks
- Responsible for deliverables, work allocation, coordination, and in-person and remote communications
- Led the writing for the work in progress paper published at TEI and presented the project at the conference

Personal Genomics for Human-Computer Interaction

- Design and develop an interactive D3 visualization tool using HTML, CSS, and JavaScript that reads in data from a csv file
- Conduct iterative user-centered design approaches, in-lab usability studies, and MTurk studies to receive feedback
- Analyze the qualitative and quantitative data gathered from users to draw conclusions and improve the tool
- Guide undergraduate researchers through the UX process and lead the qualitative data analysis
- Collaborate with the Harvard Personal Genome Project, NYU, and Open Humans

WELLESLEY COMPUTER SCIENCE DEPARTMENT

Lab Instructor, Fall 2017

- Teach two lab sections of the introductory computer science course CS115: Computing for the Socio-Techno Web
- Instruct HTML, CSS, and JavaScript to 24 undergraduate students, hold office hours, and guide students
- Attend weekly meetings with tenured faculty and TAs to discuss course material and curriculum changes

ACCENTURE

Management Consultant Intern, Summer 2014

- Conducted independent research using primary and secondary sources on digitization and technological disruptions
- Wrote a report discussing how businesses and governments can integrate technological strategies into their business plans
- This report was used as a prospectus for future clients by Accenture
- Presented the analysis to senior employees at Accenture and at the Wellesley Tanner Conference

EDUCATION

WELLESLEY COLLEGE May 2016

BA in Political Science (GPA: 3.64) and minor in Computer Science (GPA: 3.57)

Sigma Xi

Associate member in the National Scientific Research Honors Society

PUBLICATIONS

L. Westendorf, **C. Pollalis**, C. Verish, O. Shaer, P. Metaxas, M. Ball, O. Nov. From Personal Genomics to Twitter: Visualizing the Uncertainty of Evidence, Workshop Paper, Proc. CHI 2017.

C. Pollalis, W. Fahnbulleh, J. Tynes, O. Shaer. HoloMuse: Enhancing engagement with Archaeological Artifacts through Gesture-Based Interaction with Holograms, Proc. TEI 2016.

O. Shaer, O. Nov, J. Okerlunch, M. Balestra, E. Stowell, L. Westendorf, **C. Pollalis**, L. Westort, J. Davis, M. Ball. GenomiX: A Novel Interaction Tool for Self-Exploration of Personal Genomic Data, Proc. CHI 2016.

Z. Pang, **C. Pollalis**, A. Saluti. Binders Full of Voters: How information gathered through tracking was used to target the 2012 presidential election, Proc. IADIS e-Society 2013.