

Elizabeth Easton Kirschner

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Education

M.A. User Experience, Applied Cognitive Psychology

Claremont Graduate University | August 2021 - May 2023

Related coursework: Research Methods, Intermediate Statistics, ANOVA, Applied Multiple Regression, Categorical Data Analysis, Applied Cognitive Psychology, UX Design & Strategy, Intelligence, Design Thinking, Interaction Design & Usability Testing, Flow, Persuasive Technologies, Cognition, UX Research Methods

B.S. Interactive Media & Game Development, Computer Science

Worcester Polytechnic Institute | August 17' - May 21'

Related coursework: Human Computer Interaction, Mobile & Ubiquitous Computing, Computer Graphics, Webware, Novel Interfaces for Interactive Media, Game Development (I, II), Game Design (I, II), Storytelling in Games, Game Audio, Social Ethics in Interactive Media & Games

Experience

User Experience Research Intern - Vehicle UX | Rivian Automotive | June - August 2022

Led an end-to-end discovery research project resulting in new product initiatives.

- Demonstrated skills: diary study, qualitative interviews, qualitative data analysis.
- Presented findings to senior and director level stakeholders.
- Informed product roadmap and strategy.

Assisted senior researchers with the execution, analysis, and reporting of research.

Software Engineering Intern | Foundation Medicine | June - August 2020

Contributed to Agile team by completing stories, code reviews, sprint planning, and retrospectives.

Software Engineering Intern | Rocket Software | June - August 2019

Contributed to Agile team by addressing bug tickets and made open-source contributions to a micro services API.

Skills & Abilities

UX/Research

- Study design, usability testing, diary studies, qualitative interviews, qualitative & quantitative data analysis, survey writing, accessible design & evaluation, interface design, rapid prototyping, competitive analysis

Frameworks & Software

- R Studio, Figma, Mural, Dscout, Qualtrics, Jira, Git, Node.js, Android Studio, Unity, Unreal

Programming Languages

- R, Python, C, C++, Java, Kotlin, C#, Javascript, Typescript, HTML, CSS

Projects

Collaborative Family Recipe App | CGU | Jan - May 2022

Proposed a recipe organization app targeted at families with adult age children to aid in the preservation of generations of family recipes and the passing on of family cooking skills.

Methods: semi structured interviews, competitive analysis, rapid prototyping, prototype evaluation.

Factory Reset: The Design and Evaluation of an Accessible Game | WPI Major Qualifying Project | 2020 -2021

Winner of WPI 2021 Provost Award in the Interactive Media & Game Development Department

Responsible for researching, designing, and implementing accessibility features.

Responsible for the design, running, and recruitment of 3 rounds of usability studies and playtesting.

Memorialization of the Spaç Labor Camp | WPI Interactive Qualifying Project | October - December 2019

Winner of the WPI 2020 Presidents IQP Award. Project completed in Albania as a degree requirement for WPI.

Worked with NGO Cultural Heritage Without Borders (CHwB) and created a prototype digital reconstruction of the Albanian communist labor camp Spaç Prison. Project was continued by CHwB see: spacprison.com

Collected eyewitness testimony from former prisoners and conducted usability testing on the prototype.

Awards & Activities

Division III Coaches Association 2020 & 2021 All-Academic Women's Track & Field Team

2020-2021 Indoor & Outdoor WPI Track and Field Team Captain