Elizabeth Easton Kirschner

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References available upon request

EDUCATION

MA APPLIED COGNITIVE PSYCHOLOGY: USER EXPERIENCE

CLAREMONT GRADUATE UNIVERSITY - AUGUST 2021 – MAY 2023

Relevant courses: 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. COMPUTER SCIENCE, HIGH DISTINCTION

B.S. INTERACTIVE MEDIA & GAME DEVELOPMENT, HIGH DISTINCTION

WORCESTER POLYTECHNIC INSTITUTE - AUGUST 2017 - MAY 2021

Relevant Courses: Human Computer Interaction, Mobile & Ubiquitous Computing, Computer Graphics, Webware, Novel Interfaces for Interactive Media, Game Development (I, II), Game Design (I, II)

EXPERIENCE

UX RESEARCH INTERN – VEHICLE UX, RIVIAN AUTOMOTIVE **SUMMER 2022**

Led an end-to-end research project. The details of this project are protected by NDA.
 - Demonstrated skills: diary study, qualitative interviews, qualitative data analysis.
 - Presented results to senior and director level stakeholders and had a demonstrated impact on the product.
Assisted senior researchers with the execution, analysis, and reporting of research.

SOFTWARE ENGINEERING INTERN, FOUNDATION MEDICINE INTL. **SUMMER 2020**

Completed a summerlong project to convert Microsoft Dynamics 365 Business Workflows to Typescript.
Responsibilities included: completing stories, code reviews, contributing to sprint planning, and retrospectives.

SOFTWARE ENGINEERING INTERN, ROCKET SOFTWARE **SUMMER 2019**

Contributed to the open-source mainframe virtual desktop, Zowe. Completed a summer long project to enhance the logger and addressed bug tickets for the Zowe ZSS micro services API.

SKILLS

- **UX/Research:** Study design, usability testing, diary studies, qualitative interviews, qualitative & quantitative data analysis, competitive analysis, survey writing, accessible design & evaluation, interface design, rapid prototyping,
- **Programming Languages**: R, Python, C, C++, Java, Kotlin, C#, Javascript, Typescript, HTML, CSS
- **Game Engines:** Unity, Unreal, Game Maker, Dragonfly, Perlenspiel
- **Frameworks & Software:** R Studio, Figma, Mural, Git, Node.js, AWS: S3, Lambda, RDS, API Gateway, Microsoft Dynamics 365, Android Studio, Agile Development, Solidworks, Maya

PROJECTS

Collaborative Family Recipe App; 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 included semi structured interviews, competitive analysis, rapid prototyping, and prototype evaluation

Factory Reset: The Design and Evaluation of an Accessible Game; 2020-2021 — WPI Major Qualifying project

- 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; Oct - Dec 2019 — WPI Interactive Qualifying Project

- 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

ACTIVITIES & AWARDS

- Division III Coaches Association 2020 & 2021 All-Academic Women's Track & Field Team
- 2020-2021 Indoor & Outdoor WPI Track and Field Team Captain