Nathan LeBlanc

Design Researcher & Strategist

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781-854-6163

EXPERIENCE

Numo
Spring – Summer 2018

User Research Lead — Masters Capstone

Led research effots for a five-person design team, improving career planning for high school students. Advised and collaborated on research plans from semi-structured interviews, contextual school visits, codesign workshops, and mid- to high-fidelity prototype testing.

BEAM Interactive
Fall 2016

User Experience Strategy Intern

Assisted with user research from interviews to usability testing, balancing workloads in a fast-paced agency setting. Created deliverables such as journey maps and competitive analyses to guide strategy and design.

TripAdvisor
2016

Content Team Contractor

Quality controlled and researched incoming site content, using geography and internet research to vet listings.

RELEVANT PROJECTS

Rosenstrasse
Spring – Summer 2018

Lead Graduate Researcher

Led playtesting for tabletop roleplaying game on the Holocaust – recruiting, creating interview guides, setting up recordings, managing assistants, and synthesizing results for design and academic publishing.

The Talking Dead VR
November 2018

Research Lead

Owned research efforts for a five-student game dev team, leading exploratory research to set design strategy and three rounds of user testing. *The Talking Dead* is a storytelling VR game that connects to a Twitch audience.

EDUCATION

Carnegie Mellon University

M.S. Human-Computer Interaction

August 2018 | Pittsburgh, PA

Grinnell College

B.A. Anthropology with Honors, Linguistics Concentration

May 2015 | Grinnell, IA

SKILLS

Interviewing

Game Playtesting

Ethnography

Usability Testing

Journey Maps

Wireframing

Competitive Analysis

Qualitative Coding

Affinity Diagraming

Spanish (Working Proficiency)

TOOLS

Tableau

Figma

HTML / CSS / JS

SPSS / Basic R

Airtable

Adobe Cloud