

# GABRIELLE LABORWIT

## UX Researcher

(with a background in HCI, programming, and psychology)

(410) 868-4641

[gabriellelaborwit@gmail.com](mailto:gabriellelaborwit@gmail.com)

[gabriellelaborwit.com](mailto:gabriellelaborwit.com)

[linkedin.com/in/gabrielle-laborwit](https://www.linkedin.com/in/gabrielle-laborwit)

### Education

#### Carnegie Mellon University

MASTER OF  
HUMAN-COMPUTER INTERACTION

Expected Graduation August  
2021

#### Bucknell University

BACHELOR OF ARTS,  
COMPUTER SCIENCE

Minor, Cognitive Psychology

Magna Cum Laude

Graduated May 2020

### Honors, Awards, and Publications

BUCKNELL COMPUTER SCIENCE  
OUTSTANDING STUDENT AWARD

Spring 2020

"ALTERING THE SPEED OF REALITY?:  
EXPLORING VISUAL SLOW-MOTION  
TO AMPLIFY HUMAN PERCEPTION  
USING AUGMENTED REALITY",  
AUGMENTED HUMANS CONFERENCE

March 2020

ACM-W SCHOLARSHIP TO ATTEND  
2019 CONFERENCE ON HUMAN  
FACTORS IN COMPUTING SYSTEMS  
(CHI '19)

Spring 2019

DEAN'S LIST, BUCKNELL UNIVERSITY

Fall 2016 – Spring 2020

### Skills

UX Research; Prototyping

HTML, CSS; JavaScript; Python;  
Vue.js; React

Figma; Adobe XD; Adobe InDesign

Semi-structured interviewing;  
directed storytelling;  
contextual inquiry

### Relevant Experience

#### Research Lead, User Experience

February 2021 – Present

PANDEMIC PROFESSORS (MHCI CAPSTONE PROJECT)

Lead team in research efforts including writing interview guides, conducting research, and analyzing and synthesizing data

Methods: Semi-Structured Interviews, Contextual Inquiry, Think Aloud Protocol, Usability Testing, Storyboarding, Prototyping, Affinity Diagramming

#### Frontend Developer

September 2020 – May 2021

IRIS LUNAR ROVER, CARNEGIE MELLON UNIVERSITY

Developing the mission control interface for the first student-built lunar rover

Working directly with the design team to implement the user-tested interface that will be used to pilot the rover on the moon; using Vue.js and Figma for prototyping

#### Teaching Assistant

Spring 2018 – Spring 2020

BUCKNELL UNIVERSITY COMPUTER SCIENCE DEPARTMENT

Led help sessions for Introductory CS students twice a week

Answered questions about labs and homework, explained difficult concepts, worked through trouble with Python

#### Data Analytics Intern

Summer 2019

THE CHILDREN'S PLACE

Analyzed CRM data using SQL to investigate customer trends and activity to update marketing strategies with more personalized incentives

Collaborated with interns and directors from various departments to heighten and connect personalization efforts within the app, online, and in-store; presented work to CEO and other senior-level executives

#### User Research and Development Intern

Summer 2018

LMU MUNICH HUMAN-CENTERED UBIQUITOUS MEDIA LAB

Developed program for Microsoft Hololens to slow down time in an augmented reality setting

Presented poster at WeimAR/VR Summer School at Bauhaus University

Conducted user study on program features, ease of use, and level of benefit

#### Research Assistant, Qualitative

Summer 2017

BUCKNELL UNIVERSITY COMPUTER SCIENCE DEPARTMENT

Analyzed interviews for trends related to data visualizations and level of ease in finding such information

Found that in addition to having trouble finding useful visualizations, many people also had trouble finding search terms to use to pinpoint desired visualizations

Assisted professor in writing paper based on analysis and conclusions