GABRIELLE LABORWIT

UX Researcher

(with a background in HCI, software engineering, and psychology)

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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

Frontend Developer   Fall 2020 – Present
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

Redesigned HCI Course Curriculum   Summer 2017
BUCKNELL UNIVERSITY COMPUTER SCIENCE DEPARTMENT

Helped redesign and create new assignments for Bucknell's Human-Computer Interaction class

Wrote tutorials, tested and helped develop new projects that include virtual reality, facial/emotion recognition, LeapMotion, and AI-like chatbots

Course website: http://www.eg.bucknell.edu/~emp017/hci/