

GABRIELLE LABORWIT

UX Researcher

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

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Education

Carnegie Mellon University

MASTER OF
HUMAN-COMPUTER INTERACTION

Graduated 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 CHI CONFERENCE ON HUMAN
FACTORS IN COMPUTING SYSTEMS

Spring 2019

DEAN'S LIST, BUCKNELL UNIVERSITY

Fall 2016 – Spring 2020

Skills

UX Research, Prototyping,
Storyboarding, Affinity Diagramming

Semi-structured interviewing, diary
studies, usability testing, contextual
inquiry, think-aloud protocol

Figma, Miro, Adobe InDesign

HTML, CSS, JavaScript, React

Relevant Experience

UX Research Lead

February 2021 – August 2021

PANDEMIC PROFESSORS (MHCI CAPSTONE PROJECT)

Led 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, Affinity Diagramming, Storyboards, and Prototyping

Research Lead

February 2021 – May 2021

MICROSOFT (CMU BUSINESS CAPSTONE PROJECT)

Guided interdisciplinary team through user research process to build a mixed reality program for fostering 3D workplace collaboration

Directed decisions on research methodology, participant recruitment, interview guide creation, and data synthesis and analysis

Methods: Diary Study, Semi-Structured Interviews, Storyboards, and Prototyping

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