GABBI 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,
surveys, diary studies, usability
testing, contextual inquiry, think-
aloud protocol

Figma, Miro, InVision, HTML, CSS,
JavaScript, React

Relevant Experience

UX Researcher II   October 2021 – Present
SLING TV

- Conduct user research across all teams within the Product organization

- Teach product managers, designers, and other team members how to conduct research, involving them in all parts of the research process

- Work with teams to iteratively test designs with users and develop testing standards amongst group

- Methods: Interviewing, Think Aloud Protocol, Surveys, Usability Testing, Affinity Diagramming, Storyboards, and Prototyping

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: Interviewing, 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, Interviewing, 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