

# GABRIELLE LABORWIT

## UX Researcher

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

(410) 868-4641

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

[gabriellelaborwit.com](http://gabriellelaborwit.com)

[linkedin.com/in/gabrielle-laborwit](https://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 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 – 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, Affinity Diagramming, Storyboards, and Prototyping

#### Research Lead

February 2020 – 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 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