# **Holly Park**

#### Contact

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### **Skills**

Data analysis

Experimental design

Python C, Java HTML5 / CSS3 Interviews

Usability testing Storyboarding

Wireframing Rapid prototyping

#### **Tools**

SPSS Statistics Qualtrics Adobe XD Sketch InVision Processing

## Languages

Fluent

English, Korean Intermediate Japanese

#### **Activities**

Alpha Phi Omega Spring 2016 - Fall 2018

Emerging Leaders Fall 2015

#### **Education**

Carnegie Mellon University | Aug 2015 - May 2019 Bachelors of Science in Psychology; Cognitive Minor in Human-Computer Interaction

# **Work Experience**

CMU Cognitive Development lab, Research Assistant

May 2017 - Aug 2017

Assisted Dr. Anna Fisher in conducting experimental procedures at Phipps for research on children's cognitive development.

Carefully transcribed and coded audio for a children's voice recognition software.

Digitized and organized past files and research materials.

Carnegie Mellon Telefund, Professional Student Fundraiser

Feb 2016 - May 2017

Called CMU alumni for contributions to the Carnegie Mellon Fund.

Developed communication skills while making connections with alumni.

# **Projects**

"Adventure Run" | Spring 2019

Conducted field visits and interviews with stakeholders leading to the design of a core-to-surface, city-scale service to bring together incoming and older residents of Regent Square.

AHAVA Case Study | Spring 2019

Conducted contextual observations and stakeholder interviews at the AHAVA Memory Care Residence which led to identification of issues and employee-centered solutions to benefit the resident experience.

"Feeding Frenzy" | Spring 2019

Designed an educational board game validated by the EDGE framework to teach students about ecology and the impact of human activities on biodiversity.

Cognitive Psychology Research Project | Fall 2017

Designed and conducted a research study on the effects of color and subliminal priming on creative problem solving performance using E-prime and SPSS.

#### Coursework

Designing for Human-Centered Software: A
Designing for Service: A
Interaction Design Overview: A
Applications of Cognitive Science: B
Research Methods in Cognitive Psychology: A
Fundamentals of Programming: C