LUKAS SEXTON

lukas2@uw.edu | 425.293.6844 | Lukassexton.com

Profile

- Demonstrates a strong understanding of user-centered design principles and research skills by administering appropriate research methods, depending on what the situation requires, that provide actionable insights addressing business drivers and goals.
- Designed an experimental research study, conducted focus groups, interpreted trends, and presented findings in a report.
- Effective communication, collaboration, and project management skills as indicated over a variety fast-paced product life-cycles.
- Embraced iterative design, pivoted eight times in 52-hours, and earned 2nd place in a Business Model Canvas competition.
- Proficient in User-Centered Research: Competitive evaluations, Contextual inquiry, Ethnography, Field studies, Focus groups, Group moderation, Heuristic evaluations, Interviews, Personas, Qualitative research, Quantitative research, Surveys, Usability Testing.

EDUCATION

Master of Science in Human Centered Design and Engineering (HCDE)

The University of Washington (UW) | Cumulative GPA: 4.0   *Seattle, WA | Expected 2021*
- Relevant coursework (through Spring 2019): Usability Studies, Voice Interaction Design

BA in Multidisciplinary Studies, Concentration in Human-Computer Interaction (HCI)

Western Washington University | Major GPA: 3.5   *Bellingham, WA | Class of 2017*
- Minor(s): User Experience Design | Psychology | Entrepreneurship & Innovation
- Certificate(s): Innovation Engineering | Web Content Developer | Designing for Social Innovation and Leadership

RESEARCH EXPERIENCE

Usability Research & Testing

UW HCDE 517: User-Centered Design   *Seattle, WA | Jan. 2019 – Present*
- Audited and identified interface and usability factors that contribute to user's perception of system trustworthiness
- Developed project plans, screener surveys, & scripts for website usability testing.
- Conducted lab based user testing and observation studies on SIPA website.
- Took notes and aggregated findings across users in a usability test.
- Analyzed findings from usability tests and contextual inquiries into reports and communicated the findings to other team members.
- Provided stakeholder with reports that included findings, and recommendations after each round.

User Research & Testing

UW HCDE 518: User-Centered Design   *Seattle, WA | Sept. – Dec. 2018*
- Gathered useful information through observation or semi-structured inquiry with teachers and parents to evaluate school safety concerns that resulted in designing a physical tool that helps counselors engage parents in addressing their students' emotional health.
- Served as ideation project manager of a three-person team which included analyzing user research, designing, and developing critical features for a low-fidelity prototype, such as incorporating tactile interactions to aid the user in building a positive mental model for emotional intelligence.
- Published an article in "Varcity' about the process of gathering and implementing the user research into the product design iterations.

Contextual Inquiry & Ethnographic Research

College of the Atlantic, AshokaU, and DSIL   *Ōsakikamijima, Japan | July 2016*
- Served on a research team that performed contextual inquiry and proposed an economic redevelopment plan to revitalize an island.
- Interviewed the island's community leaders, teens, elders, and business owners to research their cultural and economic problems.
- Conducted user research, which included gathering and interpreting data, to understand the impact of the Japanese culture on Islanders, which was used to plan, design, and communicate a variety of solutions to address conflicts discovered in the research process.
- Proposed transforming an unused school into an "Innovation College" which encouraged a safe learning environment for Japanese students to shamelessly ask questions and explore non-traditional ideas, such as Green technology.
- Identified ecological and agricultural research opportunities for the "Innovation College."