HOPE IDAEWOR

USER EXPERIENCE RESEARCHER

INFO

Email
idaeworhope@gmail.com

Portfolio
www.idaewor.com

EDUCATION

M.S. Human Computer Interaction
Georgia Institute of Technology
2017-2019

B.S. Computer Science
University of Georgia
2011-2015

SKILLS

Research
Diary Studies
Remote & In-Person User Studies
Ethnographic Studies
Interviews
Contextual Inquiries
Focus Groups
Usability Testing
VR Usability Studies

Design
Localization Design
User-Centered Design
Personas & Storyboarding
Wireframing
User Journey Maps
Rapid VR Prototyping
Physical Prototyping (Foam, Cardboard, Laser Cutting, 3D Printing)

Technical
HTML/CSS, Arduino, Angular, JS, Node.js, Java, C++, Python, Heroku, PHP, Git

Software
Sketch, InVision, Adobe CC, Balsamiq, Azure, Unity,

AWARDS

Georgia Tech DILAC Research Award for “Engaging Lived and Virtual Realities” (2018)

Intel Scholar, The National GEM Consortium (2017-Present)

WORK EXPERIENCE

Intel Corporation, UX Research Intern
Hillsboro, Oregon / June 2018 - August 2018

• **Conducted** user research on Virtual Reality vendor using qualitative methods such as observations, interviews, and field studies in order to capture feedback to feed into the product cycle.
• **Tested** designs with end users through rapid and iterative methods such as paper prototyping and gathered data that was communicated to the product team in a full usability report.

Georgia Tech Research Institute, Graduate Research Assistant
Atlanta, Georgia / 2017 - Present

• **Analyze** human factors issues that could arise due to the introduction of new capabilities on aircraft cockpit controls.
• **Create** visual libraries of the design language for aircraft controls that outline their functions, user actions, and system responses.

Intel Corporation, Graduate UX Intern
Hillsboro, Oregon / May 2017 - August 2017

• **Developed** a BOM management application prototype using the Angular framework in a full stack Node.js environment.
• **Designed** mockups using Balsamiq for the application design while involving end users in the design process.
• **Evaluated** the heuristics and usability of several Virtual Reality software using Intel’s VR guidelines.

African Leadership University, UX Researcher & Designer
Pamplemousses, Mauritius / Feb 2017 – May 2017

• **Conducted** surveys, observations, and contextual inquiries to uncover student pain points on the learning management system.
• **Analyzed** research findings into UX report and a user journey map to guide the redesign.
• **Designed** high fidelity mockups of redesign using Sketch to illustrate new user flows based on research findings.

Capgemini, Consultant
2015 - 2017

• **Implemented** Guidewire software in a well-established client while collaborating with cross-functional teams of onshore/offshore developers, business analysts, and software architects.

ARTICLES & TALKS

Idaewor, H. (2018), “Diversity, Representation and Inclusion in S.T.E.A.M.”, Invited talk for a YMCA Tech Teens event, Atlanta, GA.

Idaewor, H. (2018), “Representation Matters: Black Images in STEM”, Invited Panelist for a Georgia Tech CEISMIC event, Atlanta, GA.

Idaewor, H. (2017), “Arizona Sunshine* Follows Intel’s Guidelines for Immersive VR Experiences”, Intel Developer Zone, October 19, 2017.

Idaewor, H. (2017), “Immersive Virtual Reality Experiences”, Technical presentation competition at the annual GEM conference, New York, NY.