GABRIELLE LABORWIT

UX Researcher

(*with a background in software engineering and cognitive psychology*)

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Education

Carnegie Mellon University
Expected Graduation August 2021

Master of
Human-Computer Interaction

Bucknell University
Graduated May 2020

Bachelor of Arts,
Computer Science

Minor, Cognitive Psychology

Magna Cum Laude

Skills

HTML, CSS; JavaScript; Python; Vue

Figma; Adobe XD; Adobe InDesign

Semi-structured interviewing;
directed storytelling;
contextual inquiry

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
Conference on Human Factors in
Computing Systems (CHI '19)

Spring 2019

Dean's List, Bucknell University

Fall 2016 – Spring 2020

Relevant Experience

Teaching Assistant   Spring 2018 – Spring 2020
BUCKNELL UNIVERSITY COMPUTER SCIENCE DEPARTMENT

Led help sessions for Introductory CS students twice a week

Answered questions about labs and homework, explained difficult concepts, worked
through trouble with Python

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 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

Redesigned HCI Course Curriculum   Summer 2017
BUCKNELL UNIVERSITY COMPUTER SCIENCE DEPARTMENT

Helped redesign and create new assignments for Bucknell's Human-Computer
Interaction class

Wrote tutorials, tested and helped develop new projects that include virtual reality,
facial/emotion recognition, LeapMotion, and AI-like chatbots

Link to course website: http://www.eg.bucknell.edu/~emp017/hci/