

Joshua Tjong

UX Researcher & Designer

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Work Experience

Sony Electronics

Human Factors Engineer/User Interaction Design Intern

Jun 2018 - Present

Working in Sony's UX research group on the planning and execution of usability studies in order to evaluate new and existing products. Generate new ideas or recommendations based on the findings. Conduct competitive analysis on products from a HCD standpoint. Coordinate and schedule usability test(s) with participants.

UCSD Center for Digital Learning

Digital Instructional Design Assistant

Sept 2017 - Present

Currently working on UC San Diego's MicroMasters in Data Science. Working to help faculty design new and different learning experiences for learners in and beyond the UCSD campus. Helping design learning goals for online courses, assessments (including peer reviews, formative quizzes, and in-video quizzes), video lecture slides, resources for faculty on various online teaching tools and affordances, setting up course materials on edX and Coursera, managing and supporting active online courses, and analyzing courses to make recommendations for improvements.

Educational Media Foundation

Research Associate | *Aug 2017 - Jun 2018*

Media Psychology/Research Intern | *Jun 2017 - Aug 2017*

Worked in the Strategic Management Department to help the team apply data & research to make important decisions relating to the experience of the company's 14 Million+ listeners. Analyzed UX research, created usability studies, trends research, competitive analysis, and helped design the framework for innovation at the company. Part-time position was extended after the conclusion of the internship.

UCSD Design Lab

Undergraduate Research Assistant

Jun 2017 - Jun 2018

Member of the Cognitive Canvas research project team under Dr. Jim Hollan, Dr. Mary Boyle, and Amy Rae Fox. Worked as a front-end developer and user researcher.

Education

UC San Diego

B.S. Cognitive Science

(Design and Human-Computer Interaction)

**Minors: Computer Science
Psychology**

Expected: March 2019

Skills

Research

Usability Tests, Competitive Analysis, Content Analysis, Card Sorting, Heuristic Evaluation, Statistical Analysis, Interviews, A/B Testing, Literature Review, Surveys

Design

Personas, Wireframing, Storyboarding, Ideation, Prototyping, User Flows

Software and Tools

UserZoom, Qualtrics, Google Analytics, Sketch, Invision, Figma, Git

Development

C/C++, Java, Python, HTML, CSS, Javascript

Relevant Courses

Usability and Information Architecture, Interaction Design, Field Observations: Cognition in the Wild, Research Methods, Data Science in Practice, Statistical Analysis, Brain Computer Interface