

Joyce Gao

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EDUCATION:

Brown University, Providence, RI

May 2024

Bachelor of Science in Cognitive Neuroscience, Bachelor of Arts in English

GPA: 3.90/4.00

Relevant Coursework: User Interface and User Experience; Neural Systems; Mind, Brain, and Behavior; Statistical Methods;
Programming Design with Data Structures and Algorithms

SKILLS:

Programming Languages: Java, Python, R, CSS, HTML, React

Technologies: Figma, Adobe Illustrator, Procreate, Unity, Miro

Languages: Fluent English, Native Mandarin

EXPERIENCE:

Sphere, Providence, RI

Oct. 2022

UX Designer

- Designed student-view mobile interface of Sphere, an online platform for corporate education
- Created wireframes and high-fidelity prototypes with Figma
- Revised the prototype through two iterations and addressed user feedback from 20 peer assessments and 3 cognitive walkthroughs on usertesting.com

QuickPoses, Providence, RI

Oct. 2022 - Present

UX Designer

- Redesign the practice session customization experience for an online figure drawing reference tool
- Conduct competitor analysis, usability testing, and user interviews to find usability issues in original website
- Reorganize page layout to make the page responsive to different viewport sizes

Brown RISD Game Developers, Providence, RI

Sep. 2021 - Jun. 2022

Designer

- Brainstormed key gameplay design and pitched ideas with fellow designers, programmers, and artists
- Modeled player movement, environmental interaction, and scene transitions using Unity
- Illustrated 10 game assets and 6 backgrounds that were added to the final gameplay

Various Student Theater Groups, Providence, RI

Sep. 2021 - Present

Lighting Designer

- Design, program, and run lighting with ETC Ion for student production of *The Rocky Horror Picture Show*, *Company*, and original student play *Someday*

EXTRACURRICULAR:

Perception, Action, and Cognition Lab, Providence, RI

Jan. 2022 - Present

Research Assistant (Recipient of Brown's Undergraduate Teaching and Research Award)

- Investigate the neural correlates of temporal and motor orienting in movement preparation task by piloting and conducting electroencephalogram (EEG) recording sessions
- Assist in designing and conducting follow-up study that uses Eyelink eye tracker to investigate temporal attention in eye movement preparation
- Present methodology and data in lab meeting and participate in discussion

Sheinberg Lab, Providence, RI

Jun. 2022 - Sep. 2022

Research Assistant (Recipient of Brown's Undergraduate Teaching and Research Award)

- Implemented Parameter Estimation by Sequential Testing (PEST) to optimize individual threshold estimation for each participant
- Collected and analyzed data to investigate the relative weight and information processing speed of shape and motion in visual object recognition
- Created and presented [research poster](#) at the Summer Research Symposium

Writing Center, Providence, RI

Sep. 2021 - Present

Writing Fellow

- Assist students enrolled in a writing-intensive course through written feedback and individual conferences
- Participated in writing fellows course on the practice of non-directive writing feedback and communication