Daniel Le Compte

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UX Researcher skilled at diving to the root of a problem through understanding humans - then transferring that information into actionable insights for products and solutions that transform lives

Projects

UX Researcher   **Carnegie Mellon University**

Sept '20 - Current

- Designing and conducting a research plan to better understand and assist social justice organizations achieve their goals
- Utilizing a variety of quantitative and qualitative measures to understand and empathize with users, as well as identify actionable problems and insights

UX Researcher & Designer   **University of Washington**

Sept '19 - Apr '20

- Designed and conducted in-depth research of problem spaces to create actionable insights across the user experience, through contextual inquiry, interview, survey, and usability testing
- Rapidly prototyped and designed a solution to critical user needs with other designers, and iterated on this prototype after evaluative research

Co-investigator/Researcher   **Eastern Washington University**

May '17 - Aug '19

- Designed and lead three research projects on perception of information, the usefulness and impact of information on decision making, memory, and processes involved in planning; resulted in a $1000 research award and 3 conference presentations
- Lead team of three researchers to carry out the research plan

Work Experience

Research Assistant I   **VertiSystem @ Facebook Reality Labs**

Dec '19 - Aug '20

- Carried out user studies critical to the development of groundbreaking audio technologies, with application in AR/VR products and experiences
- Implemented rapid data collection procedures to advance research projects, as well as improving protocols to long-term, large-scale studies.

Education

Carnegie Mellon University

Master of Human-Computer Interaction

Pittsburgh, PA
August 2021

Eastern Washington University

Bachelor of Arts in Psychology

Bellevue, WA
June 2019

Harvard University through edX

Professional Certificate in Data Science (R)
August 2021

Skillset

Research   **Design**

Research	Design
Contextual Inquiry	Rapid Prototyping
Survey Design	Wireframing
Heuristic Analysis	Storyboarding
Task Analysis	Needs Validation
User Interviewing	
Affinity Analysis	
Usability Testing	
A/B Testing	

Tools/Software

Figma, Adobe After Effects
Blender, HTML/CSS