Daniel Le Compte

UX Researcher skilled at gaining a deep understanding of user needs and forming actionable insights that product teams can use to transform lives

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Projects

NASA Capstone

Lead UX Researcher | Jan 2021 - Present

- Designing and conducting a research plan utilizing foundational and innovative research methods, such as interviewing, simulated missions, and speed dating.
- Identifying key areas for opportunity through need finding, task analysis, and thoroughly understanding the context of the problem space, involving multiple key stakeholders and complex processes

BetterWorld

Lead UX Researcher | Sept 2020 - Present

- Utilizing a variety of quantitative and qualitative measures, such as interviews, surveys, and co-design sessions, to understand and empathize with users and identify actionable opportunities and insights
- Designing and conducting deep research to understand social justice organizations' needs and processes to inform designs that encourage healthy social activism participation

Access & UW Epi

UX Researcher and Designer | Sept 2019 - Apr 2020

- Designed and conducted in-depth research on accessible paratransit to create actionable insights across the user experience
- Utilized contextual inquiry, interview, survey, and usability testing to inform a prototyped solution with three iterations
- Evaluated the usability of an academic resource system for the University of Washington's Department of Epidemiology, recommending improvements to the site to assist critical tasks for 6 issues found/identified

Perceptions of Injustice

Co-investigator/Researcher | May 2017 - Aug 2019

- Designed and lead 3 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 3 researchers to carry out the research plan, including training on data collection procedures and ethics in research

Work Experience

VertiSystem @ Facebook Reality Labs

Research Assistant | Dec 2019 - Aug 2020

- 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
School of Computer Science**

Master of Human-Computer Interaction
Pittsburgh, PA | *August 2021*

**Eastern Washington University
School of Behavioral and Social Sciences**

Bachelor of Arts in Psychology
Bellevue, WA | *June 2019*

Certificates

Harvard University through edX

Professional Certificate in Data Science (R) | *August 2021*

Skillset

Research

Contextual Inquiry, Survey Design, Heuristic Analysis, Task Analysis, User Interviewing, Affinity Diagramming and Analysis, Usability Testing, A/B Testing

Design

Rapid Prototyping, Wireframing, Storyboarding, Needs Validation and Speed Dating

Tools/Software

Figma, Adobe After Effects and Premiere, Blender, HTML/CSS, Zotero