

Daniel Le Compte

UX Researcher skilled at deeply understanding user needs through a mixed-method approach and forming actionable insights that product teams can use to transform lives

🌐 daniellecompte.com
✉ daniellecompte@cmu.edu
☎ (425) 589-5489
🌐 linkedin.com/in/daniellecompte

Projects

NASA Capstone

Lead UX Researcher | Jan 2021 - Present

- Design and conduct a research plan utilizing foundational and innovative research methods, such as interviewing, simulated missions, speed dating and competitive analysis.
- Identify 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

- Utilize 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
- Design and conduct 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, Buy-A-Feature

Design

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

Tools/Software

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