

# Daniel Le Compte

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

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## Work Experience

Research Assistant I   VertiSystem @ Facebook Reality Labs  
Dec '19 - Aug '20

- In an interdisciplinary team, 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.

UX Researcher & Designer   University of Washington  
Sept '19 - Apr '20

- In one course project, worked with other researchers and designers to tackle communication in scheduling rides with Access, accessible transportation
- Conducted in-depth interviews with target users and a broad survey with a larger group of user to narrow in on specific problems they experienced
- Rapidly prototyped and designed a solution to critical user needs, and then evaluated with users who stated that they "wish they had this"

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
- Used multi-method approaches to address research questions: experimental, correlational, multi-factorial, survey, and qualitative research methods

## Education

Carnegie Mellon University

Master of Human-Computer Interaction  
School of Computer Science  
Pittsburgh, PA   August 2021

Eastern Washington University

B.A. Psychology  
College of Social Sciences  
Bellevue, WA   June 2019

Harvard University through edX

Data Science Professional Certificate  
in R   August 2021

## Skillset

### Research

Contextual Inquiry  
Surveying  
Usability Testing  
Journey Mapping  
Affinity Analysis  
Persona Building  
A/B Testing

### Design

Rapid Prototyping  
Wireframing

### Tools/Software

Figma  
Adobe After Effects  
Blender  
HTML/CSS