

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

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Experience

NASA Ames Research Center; CMU

Lead UX Researcher | Jan 2021 - Present

- Designing and conducting a research plan utilizing foundational and innovative research methods, such as interviewing, simulated missions/evaluation, needs validation and competitive analysis
- Identifying key areas for opportunity through need finding, task analysis, and thoroughly understanding the context of the problem space, involving hard-to-reach users and complex processes

Facebook Reality Labs

Research Assistant (via VertiSystem) | Dec 2019 - Aug 2020

- Improved data collection procedures, and collected data, for a headphone EQ perception study, impacting users' audio experience in AR/VR applications; resulting in a [conference paper](#) and new technology for tech transfer into the Audio SDK
- Implemented rapid data collection procedures to advance long-term, large-scale research projects, to build, create and improve data-heavy models for new audio technologies that improve user's experiences in AR/VR applications

Eastern Washington University

Co-investigator/Researcher | May 2017 - Aug 2019

- Led and designed three social cognition studies, using full-academic research processes, including literature reviews, surveys, experimental simulations, and statistical analysis and modeling; resulting in a \$1,000 research award, two conference posters, and one presentation

Selected Projects

BetterWorld, Carnegie Mellon University

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 social activists and identify actionable opportunities and insights
- Iteratively prototyping and testing a collaborative tool to aid social activist organizations, increasing visibility into org. processes and boosting motivation for users

University of Washington, Department of Epidemiology

UX Researcher | Jan 2020 - Apr 2020

- Evaluated the usability of a departmental website through heuristic analysis and six formal usability tests, recommending improvements to the site to assist critical tasks for six key usability problems identified

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) | October 2021

Skills

Research

Contextual Inquiry, Survey Design, Heuristic Analysis, Task Analysis, User Interviewing, Affinity Diagramming and Analysis, Usability Testing, A/B Testing, Buy-A-Feature/Card Sorting

Design

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

Tools/Software

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