

# Lee Taber

UX Researcher | Ph.D. candidate

I strive to understand how people use technology to communicate and how those communications shape us. With 5+ years of user research experience, I'm always excited to explore how people use new technologies!

## RESEARCH EXPERIENCE

### Wandering Robot Project for Honda Lab Institute

June - Sept 2021

*Research Collaboration with University of Washington*

- Executed user study, working with UW students to scope RQ. Built portions of UI (a chatbot) for the user study. Designed survey presented to participants. Analyzed findings in SPSS. Presented findings at different phases of study to PIs at UW and UCSC. Wrote research report with work published in HRI 2022.

### University of California, Santa Cruz

2016 - Present

*Ph.D. Candidate with Steve Whittaker*

- Led and collaborated on 6 published projects, using mixed methods e.g., interviews, survey deployment, prototyping, thematic analysis, LIWC and more.
- Presented 2 talks at international conferences.
- Researched populations: college students, people who use social media, office workers.
- Published 4 published peer reviewed articles as first author at top-tier research conferences and journals (HCI, CHI, Interactions) with more work at CSCW under review.
- Built and adapted simulated social media for UXR projects, presenting users with simulated social media to see if they can understand and interpret profile personality.
- Designed and evaluated a semantic highlighting system to encourage people to read terms of service agreements. Designed RQ, built study design in multiple phases, recruited participants, developed protocol, analyzed data, reported results, published in extended abstracts at CHI 2019.
- Worked with teams of undergraduates as research assistants. Supervised work and mentored students, helping them build academic and UX research skills.

## EDUCATION

### University of California, Santa Cruz — *Ph.D. Computational Media*

2018 - In Progress (Expected 2023)

Human Computer Interaction Lab

### University of California, Santa Cruz — *M.S. Psychology*

2016 - 2018

### University of California, Irvine — *B.A. Psychology and Social Behavior*

2007 - 2011

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[Google Scholar](#)

[GitHub](#)

## UX RESEARCH METHODS

- Survey Design
- A/B Testing
- Usability Testing
- Study Design and Recruitment

## QUALITATIVE SKILLS

- Cognitive Walkthroughs
- Thematic Analysis
- User Interviews

## QUANTITATIVE SKILLS

- Statistical Inference
- Data Visualization
- Factor Analysis

## PROGRAMING

- R, SPSS
- Python, Java, JS
- CSS, HTML
- Node, MongoDB, EJS

## RESEARCH EXPERTISE

- HCI/UX
- Self-Presentation
- Social Media
- Parasocial Relationships
- Media Ecologies
- Conversational Agents

## PERSONAL INTERESTS

- Fencing (Epee)
- ML Art Projects
- Hobby Game Dev