

# LEE TABER

## PH.D. CANDIDATE

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*I am an experienced mixed methods UX researcher with expertise with social media, human-robot interaction, and VR user studies, seeking [UX Researcher](#) positions where I can influence user-facing products.*

## RESEARCH METHODS

- Survey Design
- Experiment Design
- Usability Testing
- Cognitive Walkthroughs
- Thematic Analysis
- User Interviews

## QUANTITATIVE SKILLS

- Statistical Inference
- Data Visualization
- Factor Analysis

## PROGRAMING

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

## RESEARCH EXPERTISE

- HCI/User Experience
- Self-Presentation
- Social Media
- Parasocial Relationships
- Human Robot Interaction
- Conversational Agents

## PERSONAL INTERESTS

- Fencing (Epee, Saber)
- Machine Learning Art Projects

## RESEARCH EXPERIENCE

### Dissertation Research

*University of California, Santa Cruz | 2022 - Present*

- Built and adapted simulated social media for a research environment, presenting users with simulated social media to see if they can understand and interpret profile personality.

### Wandering Robot Project for Honda Lab Institute

*Research Collaboration with University of Washington | 2021*

- Helped design, run, and evaluate a 4-day deployment of a wandering robot that can run autonomously with minimal human intervention. This model can offer a novel approach for HRI researchers to run in-the-wild deployments of mobile robots.

### Novel Interfaces for Terms of Service Documents

*University of California, Santa Cruz | 2019 - 2020*

- 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, and published in extended abstracts at CHI 2020.

### Graduate Student Researcher

*Human Computer Interaction Lab | 2016 - Present*

- Experienced with mixed methods, interviews, experimental design, and statistical analysis from collaborating and leading six published projects. Developed skills as needed for the demands of the projects.
- Published three peer-reviewed articles as the first author at top-tier research conferences and journals (HCI, CHI). Presented three papers at CHI 2018, Microsoft's New Future of Work symposium in 2020, and CHI 2020.
- 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)*

**University of California, Santa Cruz**

*[M.S. Psychology](#) | 2016 - 2018*

**University of California, Irvine**

*[B.A. Psychology and Social Behavior](#) | 2007 - 2011*