

# LEXIE KIRSCH

## HUMAN FACTORS ENGINEER

Seeking problems to solve, usability studies to run, data to analyze, risks to mitigate, and user experiences to improve.

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### Education

#### Tufts University, Medford, MA

##### M.S. Human Factors Engineering

Graduated May 2019

Focus in Human Factors in Medical Technology

#### Tufts University, Medford, MA

##### B.S. Human Factors Engineering

Graduated May 2018

GPA: 3.56, Magna Cum Laude, Dean's List

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### Work Experience

#### Farm Design, Hollis, NH

##### Human Factors Co-op, May 2019 - Present

- Moderated and took notes for formative and summative usability studies involving a sepsis detection system and auto-injectors.
- Conducted quality control through video review and data reconciliation.
- Analyzed usability data using pivot tables.
- Wrote formative, summative, and Human Factors Engineering reports, compiling study findings and recommendations for mitigations.

#### Tufts University, Medford, MA

##### Resident Assistant (RA), Sep 2016 - May 2017

- Designed and implemented monthly educational, social, and passive programs and materials to enrich student experiences.
- Collaborated with team of 5 RAs to create safe, cohesive community for 220 students.
- Served as a resource and personal support for 42 residents.

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### Projects

#### Medical Device Design

##### Blood Glucose Meter Review

- Collaborated with team of 3 students to review a blood glucose meter.
- Conducted user testing with 4 participants of varying ages to assess device usability.
- Identified strengths and areas for improvement.
- Compiled findings in succinct report.

##### Medical Device Safety Calendar

- Developed safety calendar with 12 case studies and their resolutions to mitigate medical errors.

#### User Interface Design

##### Tufts Social App

- Developed survey to assess user preferences regarding ways to improve sense of community.
- Created UI prototype using Adobe XD.
- Conducted 4 rounds of usability testing to iterate prototype.

##### RedSox Game Tablet

- Collaborated with team of 4 students to develop UI mockup for a RedSox game tablet.
- Moderated a focus group and interviewed users individually to assess usability of interface.
- Analyzed data from user testing to identify UI design requirements and refine the design.

#### Physical Design

##### Sit Stand Storage Station

- Designed sit-stand workstation with storage shelving to improve productivity for students.
- Conducted user-testing to assess usability.
- Iterated physical design based on user feedback.