LEXIE KIRSCH

Human Factors Engineer

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SITES

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OBJECTIVE

Seeking problems to solve, test plans to develop, usability studies to conduct, data to analyze (and visualize), and user experiences to improve

SKILLS

Design:	SketchUp, Sketch
CAD:	AutoCAD, Inventor, REVIT, 3ds Max
CS:	HTML, CSS, Javascript, SVG, d3, C++
Statistics:	SPSS, R, SAS

CURRENT CLUBS

- Tufts Human Factors and Ergonomics Society
- Tufts Design for Social Impact
- Tufts MAKE

CURRENT INTERESTS

Medical devices, VR, AR, minimalism, tiny homes, logic puzzles, word games, billiards, cooking, and skiing!

EDUCATION

Tufts University, Medford, MA

M.S. Human Factors Engineering, expected May 2019
Relevant courses: Human Factors in Medical Technology, Medical Fundamentals, Designing Assistive Technology, Data Visualization, Analytical Methods, Inventive Design

B.S. Human Factors Engineering, graduated May 2018
GPA: 3.56, Magna Cum Laude, Dean's List, Honor Society
Relevant courses: Human Factors Product Design, Advanced Statistics, Data Structures, Experimental Psychology, Statistics for Behavioral Sciences, Human-Machine System Design, Computer Interface Design, Computer Aided Design

PROJECTS

Tufts Social App

- Developed survey to assess user preferences regarding social app to improve students' sense of community.
- Created user interface prototype using Adobe XD.
- Conducted 4 rounds of usability testing to iterate prototype.

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—1 student, 2 adults, and 1 senior—to assess device usability.
- Identified strengths and areas for improvement for device.
- Compiled findings in succinct report.

Medical Device Safety Calendar

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

Sit Stand Storage Station

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

RedSox Game Tablet

- Collaborated with team of 4 students to develop user interface 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.