
LEXIE KIRSCH

UX Researcher

CONTACT INFO

Alexandra.Kirsch@Tufts.edu
(650) 823 - 0490

SITES

[Linkedin.com/in/Lexie-Kirsch-7A18AB97/](https://www.linkedin.com/in/Lexie-Kirsch-7A18AB97/)
LexieKirsch.github.io

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
 - Habitat for Humanity
-

CURRENT INTERESTS

VR, AR, wearables, eye-tracking,
minimalism, tiny homes,
logic puzzles, word games,
billiards, Go, cooking, skiing!

EDUCATION

Tufts University, Medford, MA

M.S. Human Factors Engineering, expected May 2019

Relevant courses: Human Factors in Medical Technology,
Data Visualization, 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 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.

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.
-