Mikayla Buford.

she/hers • design researcher • creative technologist

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‹ Research ›

A Black Feminist Pedagogy for Liberatory Computer Science Education: Reimaging Student Experiences through Youth-Led Game Design

MDes Thesis • University of Michigan • *Sep 2021 - May 2022*

Designing and implementing a game design workshop series with high school students at the Neutral Zone, a youth-led organization in Ann Arbor, with the aim to teach participants how to work collaboratively using an integrative design process, and confidently discuss and recognize issues of power and discrimination in digital spaces using frameworks from Black feminist thought.

ORBIT: A Web Tool for Collaborative Remote Inter-cultural Teams

Research Assistant • University of Michigan • *Sep 2020 – present*

Facilitating 4+ interviews with secondary educators and analyzing survey data from secondary students to produce prototypes and user flows for a future ORBIT version to support secondary project-based learning. Working on the front-end and back-end development of the existing ORBIT platform.

Crisis Couture: An Empirical Study on Motivations and Practices of Mask Makers During a Crisis

Research Intern • Microsoft Research • *May - Aug 2020*

Conducted a mixed methods study of 23 mask makers during the COVID-19 pandemic on their attitudes and reflections on their mask making processes, their unique innovations, and the meaning of contributing in an impactful manner in local and global communities.

(Don't) Touch My Hair: Exploring Consent through Interactive Art

Research Intern • MIT Media Lab • *Jun - Aug 2019*

Designed an Arduino-powered interactive sculpture of a Black woman with an Afro that taught users how to respectfully explore their curiosities about Black hair and learn Black women's sensitivities concerning their hair.

‹ Awards and Honors ›

- 2022 North Campus Deans' MLK Spirit Student Award
- DIS 2021 Honorable Mention - *Crisis Couture*
- Ronald E. McNair Scholar
- 2019 MIT Summer Research Program Alumnus
- 2018 AnitaB.org GHC Scholar
- Chancellor's Scholar - *University of Wisconsin-Madison*

‹ Education ›

University of Michigan-Ann Arbor

MDes in Integrative Design • *May 2022, expected*

University of Wisconsin-Madison

B.S. Computer Science • *May 2020*

‹ Work Experience ›

UX/UI Design Intern

Tovala • *Jun – August 2021*

Collected data on customer engagement with Chef's Recipes from observing 50+ customer sessions, and conducting 4 customer interviews.

Synthesized qualitative and quantitative data into 4 customer personas and 3 journey maps based on the most common customer interactions to present opportunities to increase customer retention and satisfaction.

UX/UI Researcher & Designer

MCubed Project • *Sep 2020 – Apr 2021*

Designed various Figma prototypes for an electronic health record (EHR) application to facilitate management of heart failure care.

Conducted usability tests with 4 healthcare providers to improve and inform the prototype design.

‹ Professional Skills ›

- User Experience Research
- Interviewing
- Wireframing
- Qualitative Research Methodologies
- Design Methods
- Web Programming
- Prototyping
- Figma