Mona Zhu

monazhu.github.io

Education

2020 — **PhD, Cognitive Psychology**
University of Waterloo
- NSERC Graduate Scholarship (CGSD)
- Ontario Graduate Scholarship
- President's Graduate Scholarship
- Michael Smith Foreign Studies Award
- President, Psychology Graduate Student Association

2016 — **MA, Cognitive Psychology**
University of Waterloo
- NSERC Graduate Scholarship (CGSM)
- Ontario Graduate Scholarship
- President's Graduate Scholarship

2014 — **BSc, Biopsychology**
University of British Columbia
- Quinn Summer Research Award
- Dean's Honour List (> 80% average)
- UBC Entrance Scholarship
- Cognitive Section Editor, UBCUJP

Tools & Skills

Research Method & Design
Data Visualization
- *ggplot | plotly*

Quantitative Data Analysis
- *R | SPSS*

Biometric Tools
- *VR | Eye-Tracking | GSR*

Graphic Design
- *Adobe PS | CSP*

MS Office
- *Word | Excel | PowerPoint*

Relevant Experience

Associate, BEworks   Dec 2020 – present
- Leveraging peer-reviewed literature to identify psychological barriers to behavioral challenges and inform insights and solutions
- Constructing pipelines for data analytics (e.g., performing segmentation analysis using model-based clustering)
- Developing scale items and perform psychometrics validation of self-report questionnaires

Research Scientist, BAR Lab UBC   Oct – Nov 2020
- Examined individual differences in eye and head movement in VR environments using machine learning (e.g., model-based clustering)
- Summarized statistical analyses of dataset and crafted intuitive data visualization to allow easy interpretation of research findings

Research Intern, BEworks   Nov 2019 – Mar 2020
- Conducted academic literature review to assess self-report and behavioural predictors of job success across a variety of job roles
- Constructed and validated behavioural tasks and psychometric scales that predicted job success to help inform hiring decisions

Visiting Researcher, University of Hawaii   Jan – Apr 2019

Research topic: how people organize and find objects in the real world
- Analyzed behavioral data using various statistical tools (e.g., linear mixed-effects model, spatial statistics, hierarchical clustering)
- Designed and programmed a virtual reality experiment using Unreal Engine 4 to examine human spatial organization and search behavior

Cognition & Natural Behavior Lab   2014 – 2020

Research topic: how physical spaces affect human thinking & behavior
- Tailored the use of mixed methodology (e.g., experiments, scale development, observational studies, etc) to address relevant research questions in both naturalistic settings and controlled experiments
- Examined datasets using quantitative analytics (e.g., statistical hypothesis testing, linear and logistic regression, etc) and translated research findings via written reports and conference presentations
- Taught novel statistical methods and tools (e.g., Bayesian data analysis, data cleaning using R, etc) at weekly lab workshops