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

Analyst, BEworks   Dec 2020 – present
- ► Constructing scale items and perform psychometrics validation of self-report questionnaires
- ► Developing a pipeline for model-based clustering analysis to identify key population segments in relevant data sets
- ► Leveraging peer-reviewed literature and case studies to identify psychological barriers to behavioral problems and inform insights

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