

# Alexandra Pometko

## UX Engineer • Project Manager

apometko@gmail.com / [LinkedIn](#)

+33 6 02 30 15 96 / Based in Grenoble, France

## Experience

### **Social and Emotional Technology lab / Interaction designer**

March 2020 - August 2020, Santa Cruz, USA

- Conducted qualitative data analysis and design ideation for playful mealtime experiences mediated by technology.
- Carried out a literature review and design ideation for a project regarding social drones for community building.
- Wrote academic papers submitted to Frontiers, CHI, and TEI 2021.

### **Arisan / Co-founder**

April 2018 - February 2020, Bordeaux, France

- Identified market opportunities and potential partners and clients.
- Managed product development and user research for the design of a mobile app and haptic device for playful exercising.
- Created business plan and financial planning.

### **Lucine / Project Manager and UX designer**

June 2018 - July 2019, Bordeaux, France

- Supervised a 6 month long experiment to test the usability of a digital device amongst an elderly population.
- Supervised logistics, planning and the management of service-providers for the DTx Science 2019 event.
- Carried out user research and mobile app design for pain management.

## Education

### **University of California, Santa Cruz / Exchange**

September 2019 - March 2020, Santa Cruz, USA - 4.0 GPA

- Studied social and emotional approaches to HCI, Universal Access, Game Design, Management of Technology, Developmental Psychology.

### **Graduate School of Cognitive Engineering - ENSC / Master**

September 2017 - August 2020, Bordeaux, France

- ENSC is a French graduate engineering school for applied cognitive sciences and cognitive technology.

## Tools and languages

**Tools:** Axure • XD • Figma • JustInMind • InDesign • Illustrator • Unity • Git • Firebase • GanttProject • MSPProject • Trello • Matlab • Zotero

**Languages:** French (C2) • English (C2 TOEFL 114/120 - TOEIC 990/990)

• German (B2 - Abitur 1.0) • Russian (B2) • Spanish (A2)

## Skills

### **Project management**

- Product specifications
- Project planning and monitoring of execution through agile methods (SCRUM)
- Internal and external communication, meetings leadership
- Risks analysis

### **Research**

- Literature and market reviews
- Data analysis
- Qualitative and quantitative user research methods
- Usability evaluations

### **Prototyping and design**

- Participatory design workshops
- Wireframes and dynamic prototypes
- Accessibility and ergonomics

### **Programming**

C# • Python • HTML • CSS • PHP • SQL

## Extracurriculars

- FEDEEH Scholarship for Universal Access Innovation 2019
- 3rd place at the ActInSpace Hackathon in Bordeaux 2018
- President of the Student's Art Organization 2017-2018.

## Interests

- Surfing, open water swimming
- Digital immersive art installations