

Alexandra Pometko

User Researcher • UX Designer • Cognitive engineer

apometko@gmail.com / [LinkedIn](#) / Portfolio: www.alexandrapometko.com

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