

NICOLE TILLY

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EDUCATION

NORTHWESTERN UNIVERSITY

PhD Student in *Technology and Social Behavior (TSB)*

Evanston, IL

Expected graduation 2023

UNIVERSITY OF WASHINGTON

Bachelor of Science in *Human-Centered Design & Engineering (HCDE)*
with a focus in *Human-Computer Interaction (HCI)*

Seattle, WA

December 2016

WORK EXPERIENCE

GOOGLE | User Research Coordinator

April 2018 – September 2018

- Conducted studies related to developer tools on cloud computing platform

FACEBOOK REALITY LABS | Research Assistant

Mar 2017 – April 2018

- Conducted studies related to computer vision (CV), cognition, perception, and usability
- Updated and create documentation, communicated with PIs about research, recruited study participants

FOUNDRY10 | Researcher for VR Programs

July 2016 – March 2017

- Designed, conducted, and documented research studies on empathy, memory recall, and education in VR
- Outreach to local organizations, schools and community members to participate in studies

BOEING | Functional Systems & Design Analyst Intern

Summer 2015 and Summer 2016

- Performed functional and regressive testing on tools used by procurement and sales agents
- Made design recommendations to improve efficiency of tools used throughout the organization

PROJECTS

VIRTUAL WORLD SOCIETY | Researcher

RATLab LLC, 2016

- Research and concept design for an educational component of the Virtual World Society

REI MEMBERSHIP CAPSTONE | Researcher, Designer

University of Washington, 2016

- Worked with 2 students and 2 REI employees to research consumer satisfaction with membership programs
- Conducted 10 rounds of user testing through surveys, interviews, observations, and prototype walkthroughs
- Designed a reservation system to connect REI shoppers to experts in a memorable fashion

VIRTUAL OCEANGATE | Experience Producer, Presenter, Writer

University of Washington, 2015

- 1 of 7 students to create a digital replica of an OceanGate manned submersible in the Second Life virtual world
- Project was presented at Oceans '16 conference, showcasing how virtuality can make ocean training and exploration safer and more affordable.

RE-PAIR RESEARCH PROJECT | Researcher, Writer

University of Washington, 2014 - 2016

- 1 of 4 researchers and primary networker for ethnographic study on local "maker" communities
- Facilitated 3 of 5 workshops and transcribed our findings to collaborative documents
- Wrote and revised sections of paper presented with honorable mention at 2016 ACM CSCW Conference

AWARDS, PUBLICATIONS, SOCIETIES

PUBLICATIONS : CSCW 2016 – "Out of Place, Out of Time: Reflections on Design Workshops as a Research Method"