



## EDUCATION

**University of Michigan School of Information**, Ann Arbor, MI  
Master of Science in Information, with a focus in User Experience Design and Research, April 2019

**San José State University**, San José, CA  
Bachelor of Science, Psychology Major and Mathematics Minor, May 2017

## RELEVANT COURSEWORK

- Introduction to Statistics and Data Analysis
- Intermediate Statistics
- Applied Probability and Statistics
- Social Psychology
- Cognitive Psychology
- Advanced Research Methods and Design
- Introduction to Interactive Design
- Contextual Inquiry

**In Progress:**

- Usability Evaluation and Needs

## SKILLS

### LANGUAGE

- Fluent English
- Fluent Mandarin
- Fluent Cantonese
- Conversational Spanish

### QUALITATIVE RESEARCH

- Interview / Contextual Inquiry
- Survey Design and Analysis
- Affinity Wall
- Personas
- Storymapping

### QUANTITATIVE RESEARCH

- SPSS
- R
- SAS
- Qualtrics
- HTML / CSS
- Python / SQLite

## WORKING EXPERIENCE

**University of Michigan Library Fellowship**, Ann Arbor, MI  
**Instructional Designer**, 10/2017 – Present

- Work with librarians to initiate and develop course module on identifying types of sources for academic writing.
- Conduct usability testing by surveying users about potential improvements after module completion, completing 3 peer reviews with other instructional designers, and assessing overall accessibility.
- Draft and revise course module on Canvas in hope to increase engaged learning experiences for undergraduate students.

**Virtual Environments, Cognition, and Training Research (VECTR) Lab**, San José, CA

**Research Assistant**, 02/2015 – 06/2017

- Collected data from 50+ undergraduate participants for lab studies and graduate student's master's thesis using Qualtrics, Flanker test, and Go-no-go test.
- Developed procedures for different experiments of a lab project, including card sorting and concept mapping.
- Entered, organized, compiled, and analyzed quantitative data for lab studies via Microsoft Excel and SPSS.

## PROJECTS

**MealSpace**, Ann Arbor, MI

**Computer-Human Interaction Conference Student Design Competition**, 09/2017 – Present

MealSpace is a design solution that aims to create a physical space for students to learn to cook in a socially engaging environment.

- Collected a total of over 50 user responses from undergraduate and graduate students regarding eating habits using online and paper surveys, diary studies, interviews, and literature review.

**Something Blue Consulting**, Ann Arbor, MI

**SI 501 Class Project**, 09/2017 – 12/2017

Provided consultation to a university research center regarding their social media usage in promoting the center's research efforts, programs, and events.

- Collected and analyzed user experiences from 6 users through contextual inquiry, user interviews, background research, team interpretation sessions, and affinity wall.

## LEADERSHIP EXPERIENCE

Information Mentor for prospective students at the School of Information || Secretary at Learning Educational Technology at School of Information (LETSI) || Event Manager at Western Region Robotics Forum