

Natalya M. St. Clair

CONTACT INFORMATION	<i>E-mail:</i> natalya.stclair@gmail.com <i>Phone:</i> (510) 269-0779 <i>LinkedIn:</i> linkedin.com/in/natalyastclair <i>Website:</i> natalyastclair.vercel.app <i>Location:</i> Kensington, CA	
SUMMARY	User Experience Researcher with 15+ years of experience turning complex data and systems into clear, intuitive tools. Skilled in qualitative and mixed-methods research, with a focus on education, technology, and storytelling. Passionate about building research-driven products that help people explore, learn, and solve meaningful problems to make abstract ideas like math and data feel understandable.	
EDUCATION	<b>Harvard Graduate School of Education</b> , Ed.M., Technology, Innovation, and Education <b>Scrpps College</b> , B.A., Mathematics and Studio Art	<b>2015</b> <b>2006</b>
PUBLICATIONS AND HONORS	<ul style="list-style-type: none"><li>• Best Long Paper Award, International Society of the Learning Sciences (ISLS), 2024</li><li>• TED-Ed Producer, 9.5M+ views on YouTube; Best TED-Ed Lesson of All Time</li><li>• Co-author, <i>The Art of Mental Calculation</i>; illustrator of NYT best-selling books <i>Secrets of Mental Math</i>, <i>The Magic of Math</i> (with Arthur Benjamin)</li></ul>	
SKILLS	<ul style="list-style-type: none"><li>• <b>Research Methods:</b> User interviews, usability testing, think-aloud protocols, protocol design</li><li>• <b>Analysis Techniques:</b> Qualitative coding, mixed-methods analysis, insight synthesis</li><li>• <b>Communication:</b> UX writing, research reporting, cross-functional collaboration</li><li>• <b>Design and Illustration:</b> Adobe Illustrator, Photoshop, Figma (basic), Canva</li><li>• <b>Engineering and AI:</b> Prompt engineering, JavaScript, React, Python, R, VS Code, Cypress, Jira</li></ul>	
EXPERIENCE	<b>Concord Consortium</b> , El Cerrito, CA (Hybrid) <i>UX Researcher and QA Engineer (2023–2025), Research Associate (2016–2023)</i>	<b>2016–2025</b>
	<ul style="list-style-type: none"><li>• Led award-winning UX research shaping student-facing data interfaces on the \$3M NSF MultiData Project; first author on ISLS Best Paper (2024); findings presented at ISLS conference in Montreal.</li><li>• Conducted 10+ think-aloud interviews with data experts; insights guided redesign of CODAP’s multidimensional table interface, used by millions of students globally.</li><li>• Designed inclusive research protocols for low-vision and underserved learners; partnered with high-needs districts like Oakland USD and Richmond USD in 48+ classrooms.</li><li>• Built and open-sourced a secure, automated audio transcription tool using Python, saving hundreds of hours of manual labor; now in use across internal research teams.</li><li>• Created onboarding flows, UI copy, and automated test pipelines for 1M+ students using AI tooling.</li></ul>	
	<b>TED-Ed</b> , Remote <i>Writer, Illustrator, Video Producer</i>	<b>2014–2016</b>
	<ul style="list-style-type: none"><li>• Collaborated with editors, animators, and subject experts to produce engaging content for students.</li><li>• Created customized, award-winning viral animated lessons to simplify complex math using art and storytelling, used at scale in thousands of classrooms across disciplines globally.</li></ul>	
	<b>Countryside School</b> , Champaign, IL <i>Math Educator and Curriculum Lead</i>	<b>2007–2013</b>
	<ul style="list-style-type: none"><li>• Designed inquiry-based math curriculum integrating data, creativity, and communication.</li></ul>	