

Natalya M. St. Clair

SUMMARY	User experience researcher and QA engineer with 10+ years of experience conducting qualitative and quantitative research on 15+ NSF-funded projects focused on AI tools, accessibility, and educational platforms. Skilled in mixed-methods research, usability studies, and stakeholder communication, with additional experience in research ops in a nonprofit research lab.		
SKILLS	<ul style="list-style-type: none"><li>• <b>Research Methods:</b> Usability testing, user interviews, surveys, mixed methods, contextual inquiry</li><li>• <b>Data Analysis:</b> R, Python, Google Sheets, Airtable, qualitative coding, Cursor.ai</li><li>• <b>Research Ops:</b> Participant recruiting, workflow automation, collaborative documentation</li><li>• <b>Communication:</b> Stakeholder storytelling, design workshops, academic writing, presentations</li><li>• <b>Project Management:</b> Time management, cross-team coordination, multi-project juggling, sprint</li><li>• <b>Tools:</b> Cypress, Git, Adobe Creative Suite, Playwright, Jira, Google Workspace</li></ul>		
EDUCATION	<b>Harvard Graduate School of Education</b> , Ed.M., Technology, Innovation, and Education	<b>2015</b>	
	<b>Scripps College</b> , B.A., Mathematics and Studio Art	<b>2006</b>	
EXPERIENCE	<b>Concord Consortium</b> , El Cerrito, CA	<b>2016–2025</b>	
	<i>UX Researcher / QA Engineer / Project Coordinator</i>		
	<ul style="list-style-type: none"><li>• Co-authored award-winning UX research paper on hierarchical data perception; findings directly informed product design for visual data analysis tools used by 1M+ students</li><li>• Conducted 200+ usability tests and user interviews; ran generative and evaluative studies across AI tutoring and data visualization platforms</li><li>• Led research on accessibility for blind/low-vision students using session analysis, voice interaction testing, and multimodal feedback evaluation</li><li>• Developed speech-to-text pipelines in Python to automate transcription workflows and streamline research sharing across distributed teams</li><li>• Authored 500+ bug reports in under 6 months and wrote Cypress scripts across 10+ GitHub repos to support test automation and prevent regressions</li></ul>		
	<b>TED-Ed</b> , Remote	<b>2014–2016</b>	
	<i>Writer, Illustrator, Video Producer</i>		
	<ul style="list-style-type: none"><li>• Created award-winning explainer videos on math and design thinking; illustrated math books</li></ul>		
	<b>Countryside School</b> , Champaign, IL	<b>2007–2012</b>	
	<i>Math Teacher, Middle School Team Coordinator</i>		
	<ul style="list-style-type: none"><li>• Coordinated a team of 12 educators and led instructional strategy to improve learning outcomes across grades 5–8</li></ul>		
PUBLICATIONS AND HONORS	<ul style="list-style-type: none"><li>• Best Long Paper Award, International Society of the Learning Sciences (ISLS), 2024</li><li>• Illustrator of NYT best-selling books (Penguin/Random House)</li><li>• TED-Ed author with over 9M+ views; awarded Best TED-Ed Lesson of All Time</li></ul>		