SHIVANK MISTRY

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EDUCATION

University of Washington
Sept 2018 – June 2023

B.S in Human Centered Design & Engineering - *Minor in Informatics*

Courses: human factors engineering, human-computer interaction, human-centered design, usability testing, qualitative research methods, design prototyping, interactive systems design

EXPERIENCE

UX Research Assistant, University of Washington - Project EMAR
Feb 2023 – July 2023

- Used qualitative methods including observational studies, usability testing, and artifact analysis to research human-robot interactions in educational settings.
- Assembled two low-cost robots using physical computing for future use.
- Translated research findings to evidence-based design recommendations to robot control software.

Research Assistant, University of Washington - Ethics and Games
June 2022 – June 2023

- Used artifact analysis, interviews, and surveys to measure and evaluate self-transformation of game designers in ethics education.

UX/CX Intern, HP Inc.
June 2018 – June 2023

Summer '21 – June 2023: CX Research
- Planned and executed customer experience journey testing project, resulting in identification of key trouble points during customer support.
- Translated usability insights into evidence-based design recommendations for the HP web- and app-based support platforms.
- Present qualitative usability findings with senior leadership and deliver design recommendations to appropriate teams.

Summer '18 to Summer '21: CX Data Visualization
- Improved the engagement of text analytics of customer survey data by designing human-centered information visualizations with Tableau.

UX Designer, HuskyADAPT
Oct 2019 – Sept 2021

- Designed StepUp app for Seattle Children's Hospital to encourage physical therapy for children.
- Provided user-centered design to ensure inclusivity, equity, and participation among children.
- Prototyped app from low to high fidelity using Figma.

Undergraduate Teachers Assistant, University of Washington
Sept 2022 – Dec 2022 & Sept 2021 – Dec 2021

- Undergrad TA for Design For Personal Health and Wellness (2022)
- Undergrad TA for Transformational Technologies in Health Informatics. (2021)

SKILLS

UX Design
User Research
Prototyping
Wireframing
Data Visualization
Data Analysis
Usability Testing
Qualitative Research
Interviews
Surveys
Human Factors

TOOLS

Figma
Photoshop
Illustrator
Tableau
R
Python
HTML/CSS
Arduino