SHIVANK MISTRY

(208) 761-7153
shivank.mistry@gmail.com
shivank-mistry.github.io

EDUCATION

University of Washington
Sept 2018 – June 2023

B.S in Human Centered Design & Engineering
Emphasis in Human-Computer Interaction
Minor in Informatics

EXPERIENCE

Research Assistant, University of Washington - Project EMAR

Feb 2023 – Present

- Use qualitative methods including observational studies, usability testing, and artifact analysis to research novel human-robot interactions.
- Assemble low-cost robots using physical computing to use in future studies.

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

- Researched the potential for game design as educational tools.
- Used artifact analysis, interviews, and surveys to measure and evaluate self-transformation of game designers in ethics education.

Customer Experience (CX) Intern, HP Inc.
June 2018 – Present

Summer '21 – Present: CX Research
- Plan and execute customer experience journey testing project, resulting in identification of key trouble points during support.
- Increased program capacity from 3 to 10 testers per month, establishing program as primary tool for identifying design issues in the CX journey.
- 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

User Research
Prototyping
Wireframing
Data Visualization
Data Analysis
Usability Testing
Qualitative Research
Interviews

TOOLS

Figma
Photoshop
Illustrator
Tableau
R
Python
HTML/CSS
Arduino