

# 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

### UX 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.

### UX 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 – June 2023

*Summer '21 – June 2023: 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

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

## TOOLS

Figma  
Photoshop  
Illustrator  
Tableau  
R  
Python  
HTML/CSS  
Arduino