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# Amelia Wang

## HCI/UX Researcher · PhD Student

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*Hello! I've led and designed academic research studies for 5+ years and I'm looking to transition into industry to bridge theory and impact. I believe in research as a tool to inspire solutions and opportunities that are user-centered and empowering. Will be graduating with Master's this Winter*

### EXPERIENCES

#### **Robust.ai, San Carlos, CA** - *UX Research Intern*

August 2022 - November 2022

- Worked directly under director of research and head of product to apply interviewing, ethnography, and observational techniques to consult clients and inform research directions
- Improved external validity of warehouse models to test on in-house
- Presented research insights/summaries and informed design directions
- Communicated product directions from user-centered point of view to help internal team understand what the product needs to do

#### **University of California, Santa Cruz, CA** - *Research Assistant*

Sept 2020 - Present

- Researching how digital tools can support university and community collaboration by leading studies using interviews, surveys, and qualitative analysis
- Studying relational HCI and under the advisement of Prof. David Lee, with focus on work of alignment and designing for community-engaged learning ecosystems
- Mentored 20+ undergraduates over 5 various research projects

#### **User Empowerment Lab, UW Information School** - *Research Assistant*

Jun 2019 - Sep 2020

- Designed, led, and ran participant studies using interviews, WoZ, and qualitative analysis to explore the social effects of voice interfaces on children advised by Alexis Hiniker in the Information School.
- Led project with one other undergrad including study design, recruitment, and qualitatively analysis.

#### **Prosocial Computing Lab, UW Human-Centered Design & Engineering** - *Research Assistant*

April 2017 - June 2020

- Advised by Gary Hsieh in the Human-Centered Design & Engineering Department
- Helped to design, execute, and analyze participant interviews on-site at local hospital, joint project w/ Andrea Hartzler of UW Biomedical Informatics on usability of hospital emergency chatbot design
- Designed study of eye-tracking and webpage behavior, constructed and analyzed local database

#### **Marketing and Communications (UMAC), UW** - *User Experience Intern*

September 2018 - June 2019

- Worked alongside developers, designers, and content strategists to consult and improve content across the university's websites
- Conducted user research to draw insights and make improvements on web campaigns

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## Computing Research Association, University of Iowa - *Distributed Research Experience for Undergrads (DREU)*

June 2018 - Sept 2018

- HCI/Accessibility research advised by Kyle Rector in the Computer Science dept. at the University of Iowa as part of CRA's Distributed Research Experience for Undergrads (DREU)
- Qualitatively coded videos, transcribed and analysed interviews on inclusive design for blind users in Virtual Reality

## EDUCATION

### University of California Santa Cruz, Santa Cruz - *PhD in Computational Media*

Sept 2020 - June 2024

- Advised by Prof. David Lee in the Tech4Good Lab, formally joint advised with Leila Takayama

### University of Washington, Seattle - *BS in Human-Centered Design & Engineering*

June 2016 - June 2020

- President of Society of Women Engineers, UW's largest student-run organization consisting of 20+ officers and 300+ members to promote diversity and inclusion in engineering with focus on professional development and K-12 outreach through both independent and collaborative events with other engineering groups, local organizations, and industry.

## TEACHING ASSISTANT EXPERIENCES

TIM 175 Business Strategy/Information Systems, UC Santa Cruz

CMPM 177 Creative Strategies for Designing Interactive Media

CMPM 178 Human-Centered Design Research

CMPM 115 Lead by Design: Experiential Learning Collaborative

## PUBLICATIONS

Ryan Wedoff, Lindsay Ball, [Amelia Wang](#), Yi Xuan Khoo, Lauren Lieberman, and Kyle Rector. 2019. "Virtual Showdown: An Accessible Virtual Reality Game with Scaffolds for Youth with Visual Impairments." *Proceedings of the 2019 CHI Conference on Human Factors in Computing Systems*. CHI '19.

Alexis Hiniker, [Amelia Wang](#), Jonathan Tran, Mingrui Ray Zhang, Jenny Radesky, Kiley Sobel, and Sungsoo Ray Hong. 2021. "Can Conversational Agents Change the Way Children Talk to People?" *In Interaction Design and Children* IDC '21.

Rafal Kocielnik, Raina Langevin, James S. George, Shota Akenaga, [Amelia Wang](#), Darwin P. Jones, Alexander Argyle, Callan Fockele, Layla Anderson, Dennis T. Hsieh, Kabir Yadav, Herbert Duber, Gary Hsieh, and Andrea L. Hartzler. 2021. "Can I Talk to You about Your Social Needs? Understanding Preference for Conversational User Interface in Health." *In CUI 2021 - 3rd Conference on Conversational User Interfaces* CUI '21. ([Honourable Mention](#))

Lauren Snyder, Ayan Anandkumar Saraf, Reggie Casanova-Perez, Sarah E. Connor, Sheba George, [Amelia Wang](#), Darwin Jones, Georgina Mendoza, John L. Gore, Mark S. Litwin, Andrea Hartzler. 2020. Visualization Co-Design with Prostate Cancer Survivors who have Limited Graph Literacy. *Visual Analytics in Healthcare (VAHC) 2020*.