# IRENE YE YUAN

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I am a mixed method researcher with over five years' experience in technology and UX related research and design. I use both qualitative and quantitative methods, my expertise in design and development, and empathizing with users to help create products and services that bring values to people's lives.

## PROFESSIONAL EXPERIENCES

### Postdoctoral Researcher | Full-Time
Connections Lab, School of Interactive Arts & Technology, Simon Fraser University
Aug. 2022 – Current | Surrey, B.C., Canada
Design and conduct *mixed methods* studies to understand technology design requirements for social collaborative activities; Mentor graduate students in their research, design, prototyping, and writing.

### Graduate Research Assistant
GroupLens Lab, Computer Science & Engineering, University of Minnesota
Aug. 2017 – Aug. 2022 | Minneapolis, MN, U.S.
Utilize both quantitative (e.g., *experiment, survey, log analysis*) and qualitative (e.g., *interview, observation*) methods to understand how people use current technologies and opportunities for technologies to better support their activities; Design and develop technology prototypes and evaluate them through various methods (e.g., *field deployment, experiment, usability test*). Some previous research works include:
- *Scraped* Reddit discussion data to understand how people leveraged technologies to play boardgames remotely during the pandemic; Recruited participants for *in-depth interviews* to understand their technological practice and the effect on their social experience during the remote game play;
- Employed *a user-centered design* approach to *design* and *develop an interactive visualization tool* for helping designers and non-expert stakeholders understand trade-offs in machine learning models; Evaluated the tool via *online experiment* and *expert interviews* to understand the outcome.

### Research Intern | Full-Time
EPIC Research Group, Microsoft Research
Jun. 2021 – Aug. 2021 | Remote, U.S.
Led the *survey analysis* to understand people's experience with multi-device usage when working from home; Developed a *guiding framework* summarizing multi-device usage patterns, presented, and helped other projects adopt the framework.

### User Experience Specialist III | Full-Time
LexisNexis
Nov. 2016 – Jul. 2017 | Shanghai, China
Lead designer for *cross-platform legal products* from user research, ideation, design, testing to release; Collaborated closely with product and engineering teams throughout the product cycle and facilitated the communications between teams.

### Interaction Designer | Full-Time
IA Collaborative
Sept. 2015 – June 2016 | Chicago, IL, U.S.
Collaborated with design researchers and visual designers to create *omni-channel solutions* and designed user experiences based on user needs and clients' requirements; Helped interaction design team utilize new tools by creating tutorials and teaching the team development knowledge.

## EDUCATION

### University of Minnesota
Ph.D. in Computer Science (HCI)
Aug. 2017 – Aug. 2022

### University of Washington
Master in HCI+D
Sept. 2014 – Aug. 2015

### St. Olaf College
B.A. Computer Science and Math
Sept. 2010 – May 2014

## SKILLS

### User Research & Design
A/B Testing
Contextual Inquiry
Diary Studies
Experiment Design
Focus Group
Heuristic Evaluation
Interview
Journey Mapping
Log Analysis
Participatory Design
Survey
Usability Testing
Prototyping (Low-High Fidelity)
Storyboarding
Wireframing

### Platforms & Tools
Adobe Creative Suite
Axure / Principle
dscout
Figma / Sketch
JIRA
Qualtrics / SurveyMonkey
Tableau
UserTesting

### Programming Languages
C/C++
HTML&CSS
Java
JavaScript
Processing / p5.js
Python
R
SQL