

Professional Experience

- Meta Reality Labs, UX Researcher

February 2023 - February 2025
- Collaborated with cross-functional teams to manage and design user studies to collect and analyze data on IMU (inertial measurement unit) motion sensors and biosensors in wrist wearables and AR/VR glasses.
- Designed, managed and budgeted large scale user studies, recruiting participants, collecting and annotating data to train and develop machine learning models.
 - Implemented replicable and efficient research process workflows, creating templates, documentation and structure.
 - Initiated and managed relationships with vendors, negotiating, budgeting, and curating RFP's, SOW's, and PO's.
 - Proactively identified and investigated gaps in research to better prioritize research plans and data quality.
 - Facilitated relationships between teams and cross-functional partners to share relevant resources/insight, research/data, and collaborate on studies.
- Google, UX Researcher

March 2021- December 2022
- Conducted rapid UX research (mixed methods) for Google Maps navigation and in-vehicle interfaces for OEM clients.
- Led, moderated, and analyzed usability studies for low emission zones, eco-routes, and toll prices on Google Maps, [directly impacting global launch](#).
 - Designed and analyzed labeling surveys to increase comprehension and perceived safety of on-route callouts, informing [cycling directions launch](#).
 - Conducted design accessibility assessments for color blindness and mild cognitive impairments, providing 508 compliance solutions and WCAG guidelines.
 - Evaluated developers' experience with an internal tool providing guidance for API to SDK systems design and architecture.
 - Partnered with domain UXRs to build a viable method for collecting visual attention and stress metrics on road, in-vehicle, using Tobii Pro and Fitbit.
 - Worked closely with stakeholders to provide expert evaluations of human automation interaction in vehicles and foundational research to understand driver information needs across multiple screens.
 - Led and developed multiple study plans while simultaneously conducting regular discovery, tactical, and evaluative research.
 - Assisted domain UXRs to develop research road maps and proactively identify research gaps and opportunities.
 - Regularly synthesized and presented findings with actionable insights to relevant stakeholders.
 - Primarily used qualitative methods, providing an empathetic user perspective to create desirable, usable, and valuable user experience.
- StrongMind, UXR Intern

January 2018 - January 2019
- Collaborated with cross-functional teams to identify, prioritize, plan, and conduct user research for products related to online learning environments.
- Facilitated 5-day design sprints in which we rapidly ideate, strategize, and prototype a new self-service portal for clients.
 - Initiated and integrated UX research methodologies and processes.
- ASU ADAPT Lab, Research Assistant

August 2017 - December 2019
- Designed and analyzed experiments to the improvement of human automation interaction.
- Collaborated with a robotics lab to examine physical human-machine coordination (pHMC) in human and human-machine dyads performing physical joint action tasks.

Education

- Arizona State University
- Masters in Human Systems Engineering
- 2017 -2019
- Texas Tech University
- B.A. in Psychology
- 2012-2016

Software

- Tobii Pro Eye tracking
- Chat gpt
- Adobe XD
- Figma
- R Studio
- SPSS
- Jira & Confluence
- Survey Monkey & Qualtrics
- Google Surveys
- Suzy Surveys
- Google Suite
- Microsoft Office

Skills

- Usability Testing
- User Interviews
- Survey Design & analysis
- Co-design
- RITE
- Contextual Field Visits
- Design Sprint
- Heuristic Evaluation
- Contrast testing
- Qualitative & Quantitative Analysis
- Cognitive Task Analysis
- Persona Development
- Generative Research
- Human Factors Research
- Human-Automation Interaction
- Trust and Human Machine Interaction
- Eye tracking analysis

Publication

- Quantitative Modeling and Analysis of Reliance in Physical Human–Machine Coordination •
- <https://doi.org/10.1115/1.4044545>

