Kyleigh Rahm | UXR

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Professional Experience

Meta Reality Labs, UXR assistant (vis Rose International)   February 2023 - Current
Collaborated with cross-functional teams to coordinate 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 large scale user studies, collecting and annotating data to train and develop machine learning models.
- Developed detailed study protocols with software and sensor engineers to capture quality data/signals that represent realistic human behaviors and experiences.
- Initiated and managed relationships with vendors, negotiating, budgeting and curating SOW's to specific research needs.
- 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, UXR assistant (via ADECCO)   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 assessment for color blindness and mild cognitive impairments.
- 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 develop research road maps and proactively identifying 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
Led, moderated and analyzed UX research with online students and teachers.
- 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
Develop, design, and analyze experiments related 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
Figma
Axure
Adobe XD
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