



**crystal
kwok**



CURRENT SKILLS

user centered design methods

usability testing, heuristic evaluation, persona writing, wireframing, prototyping, competitive analysis, storyboarding, user stories, user scenarios

psychological research methods

running subjects	● ● ● ● ● ● ● ● ● ● ● ●
EEG	● ● ● ● ● ● ● ● ● ● ● ●
eyetracker	● ● ● ● ● ● ● ● ● ● ● ●

programming & design tools

Java	● ● ● ● ● ● ● ● ● ● ● ●
C++	● ● ● ● ● ● ● ● ● ● ● ●
C	● ● ● ● ● ● ● ● ● ● ● ●
HTML	● ● ● ● ● ● ● ● ● ● ● ●
CSS	● ● ● ● ● ● ● ● ● ● ● ●
JavaScript	● ● ● ● ● ● ● ● ● ● ● ●
Adobe Creative	● ● ● ● ● ● ● ● ● ● ● ●
Axure	● ● ● ● ● ● ● ● ● ● ● ●
InvisionApp	● ● ● ● ● ● ● ● ● ● ● ●

PERSONAL DEVELOPMENT

i would mainly like to work on

experimental design
designing & prototyping the experiment interface
statistical analysis
various qualitative and quantitative research methods

i would like to work a little bit on

front-end programming
back-end programming
SPSS / JMP
running subjects

GOALS

concept goals

learn how to apply what i learn in the industry
learn how to combine ux design with research done in a research lab setting
be involved with most aspects of conducting an experiment
learn more user research methods used in the industry

concrete goals

attend lab meetings
interact with the PIs and professors
read a few papers on emerging technologies in hci
take a small part in writing a research paper
do more personal research on online learning and peer feedback, finding a few papers to contribute to the group