

Ya Gao

UX Research & Design

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(206) 618-3147

SKILLS

Design Thinking
User Interview
Contextual Inquiry
Cognitive Task Analysis
Usability Testing
Survey Design
Information Architecture
Data Synthesis and Modeling
Personas
Storyboarding
Journey Mapping
Wireframing
Low-fi & Hi-fi Prototyping
Project Management
Game Design
Instructional Design
Sketch
inVision
Adobe Creative Suite
Chinese (Mandarin)

PERSONAL

Watching 100 movies a year
Strategic Board Game Player
Chinese Calligraphy Award Winner
Avid Planner User
Badminton & Marathon Amateur

I believe that empathy, curiosity and responsibility are the keys to innovative, impactful design.

EDUCATION

Carnegie Mellon University | Pittsburgh, PA | 2014 - 2015
Human Computer Interaction Institute, School of Computer Science
M.S in Educational Technology and Applied Learning Science

University of Washington | Seattle, WA | 2009 - 2013
B.S in Psychology

EXPERIENCE

Chobanian Group | San Jose, CA | Sep 2015 - Present
User Experience Researcher & Designer
Lead UX research and design projects at design agency for clients include Silicon Valley start-ups to Fortune 100 technology companies.
Projects ranged from exploratory research, product concepts, service design, user interface redesigns, usability testing to heuristic evaluation.
Collaborate with product managers, engineers, and other designers from the client team.

BloomBoard | Pittsburgh, PA | Jan - Aug 2015
User Experience Designer
Designed a remote coaching experience for K-12 educator professional development. Conducted literature review, competitive analysis and research plan. Led user interviews, user testing sessions. Designed wireframes and presented research findings to the client.

Locadora | Pittsburgh, PA | Mar - May 2015
User Experience Designer
Designed a mobile platform that connects people with creative working spaces. Led user experience activities; Created storyboard, wireframe and prototype; Developed business growth model and video sketch.

Swipe Tone | Pittsburgh, PA | Mar - May 2015
Game & Instructional Designer
Designed a touch game for native English speakers to learn Mandarin tones according to E-Learning and MDA game development principles. Developed the game concepts and instructional material; Conducted Cognitive Task Analysis and playtesting sessions.

Probabilistic Reasoning in Early Childhood | Berkeley, CA | Jun - Aug 2013
Research Assistant at Human Development Institute, University of California Berkeley
Independent research in Cognitive Development field. Applied eye tracking, exploratory play and other behavior methods. Designed Flash interface and conducted subject testing.

Slice Judgment credibility & Body Languages | Seattle, WA | Sep 2012 - Jun 2013
Research Assistant at Social Cognitive Lab, Psychology Department, UW
Conducted experiments, managed data and ran subjects for this Implicit Association Test (IAT) project. Advisor: Dr. Anthony Greenwald

Joint Visual Attention Studies | Seattle, WA | Sep 2010 - Jun 2013
Research Assistant at Institute for Learning & Brain Sciences (ILABS), UW
Investigated infants' social cognitive development through eye-gaze and joint engagement. Designed and developed coding systems for ongoing projects. Advisor: Dr. Rechele Brooks