

Steven Dong

User Experience Researcher

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Passionate and empathetic UX Researcher and VR Developer interested in Gaming, VR, and AR. Dynamic team player and communicator who is proactive in connecting humans with technology by resolving the most challenging research and design questions.

EXPERIENCE

- 02.2017 ~Present **Microsoft (via Samsung/Harman)** | Redmond, WA
User Research Specialist
Research on an internal tool designed for Microsoft Design Researchers. Explore and evaluate designs through interviewing, surveying, card sorting, server log analysis, and both discount and lab usability studies. Generate actionable insights and recommendations to inform design decision, define feature spec, user flow, and system logic.
- 03.2016 06.2017 **RATLab LLC** | Seattle, WA
Research Intern/Teaching Assistant | Prof. Thomas A. Furness III
Researched on reading experience and knowledge sharing in **Virtual Reality**. Designed and developed a VR application for spatial retrieval training for dementia patients.
TA'ed a UW grad class to design and develop VR applications using Unity. Supported the Virtual World Society as an ambassador.
- 02.2015 08.2015 **Dell** | Taipei, Taiwan
Usability Engineer Intern
Conducted **hardware usability** research focused on touchpad, keyboard, and touchscreen studies with over 60 participants
Created questionnaires and surveys, moderated focus groups, conducted benchmark studies and lab usability testing to inform design decision.
Planned and executed an exploratory research project by using interviewing, prototyping, AB testing, and Wizard of Oz methods.
- 03.2013 06.2013 **Citydomo** | Taipei, Taiwan
User Interface Design and Marketing Intern
Redesigned the user interface of the web platform and Android app based on interviewing and user testing.
Designed and executed marketing plan that attracted over 50 local stores to join the service plan.
- 02.2012 12.2013 **EPALab @ National Taiwan University** | Taipei, Taiwan
Research Assistant | Prof. Su-Ling Yeh
Designed experiment to research on Chinese word identification by using priming and visual crowding.
Published the research results as a poster at the **9th Asia-Pacific Conference on Vision** and was awarded **Travel Award**.
Organized internal reference database by designing and building a new website and implemented the search and file management functions.

EDUCATION

- 08.2017 ~Present **Master of Science in Computer Science (Online)**
Georgia Institute of Technology | Atlanta, GA
- 09.2015 08.2016 **Master of Human-Computer Interaction + Design**
University of Washington | Seattle, WA
- 09.2009 07.2013 **Bachelor of Science in Psychology**
National Taiwan University | Taipei, Taiwan
- 09.2012 01.2013 **Japanese Language and Culture**
Doshisha University | Kyoto, Japan
- 09.2006 08.2008 **Medical Science and Technology**
Taipei Medical University | Taipei, Taiwan

AWARDS

- Best AR Overall**
AT&T VR/AR Hackathon Seattle 2017
- Best VR Experience: Humanitarian Assistance & Disaster Relief**
Seattle VR Hackathon IV
- The Most Intuitive/User and Noob Friendly**
Vive-jam Collegiate VR Hackathon
- Travel Award**
The 9th Asia-Pacific Conference on Vision
- The Best Business Model**
Global Service Jam Tainan

COMMUNICATION

- Mandarin** - Native proficiency
English - Full professional proficiency
Japanese - Professional working proficiency

TOOLS

Design

Photoshop	Illustrator	InDesign
Sketch	Axure RP	Balsamiq
InVision	Blender	

Code

HTML + CSS	Python	C++
JavaScript	SQL	C#
Unity		

Research

SurveyGizmo	SPSS	Gretl
Tableau	R	Experiment Builder
PowerBI	MAXQDA	

SKILLS

Research

Experimental Design	Statistical Analysis
Eye-tracking	Psychological Testing

User-Centered Design Methods

Interviewing	Surveying
Focus Group	Usability Testing
Value Sensitive Design	Card Sorting

Design & Ideation

Storyboarding	Mental Model
Wireframing	Prototyping