

ORIANA OTT

UX Researcher
Cell: (609) 721-1427
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Education

**Georgia Institute of
Technology**

**MS Human Computer
Interaction, Psychology**

Atlanta, GA Expected '17

Wesleyan University

**Bachelor of the Arts,
Psychology**

Graduated early with 2 month
cultural immersion experience
in South Korea.

Middletown, CT Summer '13

Languages

Multilingual Proficiency in
English, German and Spanish

Awards

Psi Chi Psychology Honors

Society Member

National Merit Scholarship

Finalist and Scholarship

Recipient

Community Outreach

Co-leader of Wesleyan Student
groups: Students for Disability
Rights, Folk Revival Initiative,
and Social Justice Leadership
Conference.

Current volunteer with
Advancing Justice Atlanta

Summary

As a user experience researcher, I work with a team to investigate and design the best possible product. Using a wide range of research methods, such as market comparisons, ethnography, surveys, interviews, and user testing, I effectively communicate findings and develop prototypes. I have worked with children, accessibility technology and international companies. I am currently seeking a position that will use and expand my skillset to inform user-centered design.

Core Skills

Research Protocol Development

Multi-site Interviewing

Low and High Fidelity Prototyping

Clear and Detailed Communication

Professional Experience

Rewired Consulting, Intern

Dec 2016-current

Developing and conducting surveys, interviews, participant recruitment, competitor analysis, and prototyping for clients including Athena Health and Love to Ride.

AT&T UX Research, Intern

June-Aug 2015

Prepared interview protocols, findings summaries and presentations

Conducted workflow and usability evaluations, user recruitment and interviews, competitor analyses, and data analysis

Trained in Agile methodology, and participated in multiple iterative development projects for devices and applications.

Culture and Technology Laboratory

Jan-May 2015

Observed learning through play in museums to inform design through ethnography.

Sonification Laboratory

Aug 2014-May 2015

Sonified Fantasy Football

Co-wrote paper on previous measures and interface design process.

Developed social measures, collecting data and developing coding schemes for social analysis.

Developed novel research methods to test accessible fantasy football interface.

Computers at School for the Blind: Revised and contributed measures to survey for ongoing research project in schools for the blind in Kenya.

Engage Website and Wearable Digital Business Card

Aug-Dec 2014

Developed a website and wearable digital business card to connect stay-at-home fathers and industry professionals in a team.

Led research including literature review; user surveys and interviews; developed usability criteria and specifications; user testing; and heuristic inspections.