# Mandi Martin · Researcher

B.S. Cognitive Science · San Francisco Bay Area, CA

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My UX industry experience pairs with 10 years of overall work experience to give me an advantage in creative problem solving, attention to detail, multi-tasking, quick learning, and participant empathy. I've lived in 5 states and worked with diverse groups of varying age, culture, and socioeconomic backgrounds.

## Skills & Research Methods

• Research Methods: Surveys, interviews, usability testing, heuristic evaluations, eye tracking

- Wireframes: Balsamiq, Adobe XD
- Languages: Python, C, Swift

- Data analysis: SQL, R, Google analytics
- Interdisciplinary collaboration
- Study design and analysis

## Experience

## Study Facilitator, APPLE

### <u>08/2020 – Present</u>

- Facilitated AR/VR user studies for product development and human engineering teams
- Independently designed, conducted, and analyzed usability study of internal research app
- Facilitated studies investigating perception and physiological response to stimuli using body sensors, GSR electrodes, eye tracking, and visual measurements
- Quickly learned and perfected protocol for 8 different studies
- Modified study procedure and data collection techniques to maximize efficiency and improve participant experience
- Created training documents and procedures to standardize new hire training process
- Guided over 300 participants through studies ranging from 20 minutes to 2 hours in length

### UX Researcher, AMAZON LAB 126

### 08/2019 - 11/2019

Developed, executed, and analyzed 4 studies for 2 projects as the team's sole UX researcher.

- Recruited 25 participants from stale internal research pool by creating intriguing recruiting messages and participation incentives
- Worked closely with cross-functional team (PM, app developer, linguistic expert)
- Analyzed study data using research statistics and software
- Designed studies to evaluate linguistic interpretations for auditory HCI interaction.
- Redesigned app, tested prototype, iterated design
- Conducted usability studies, surveys, and interviews

# Human Computer Interaction Research Assistant, UNIVERSITY OF CALIFORNIA, SANTA CRUZ

### 01/2018 - 12/2018

Conducted lab research with wearables to study stress detection and emotional control with 200 participants.

- Measured physiological response to stress using GSR measurements
- Guided 95 participants through 60-minute study with interview and survey
- Observed and recorded participant behavior and statements during study
- Transcribed participant interviews and qualitatively coded content
- Supported remote longitudinal diary study

UX Research Project, UNIVERSITY OF CALIFORNIA, SANTA CRUZ

#### 09/2017 - 02/2018

Human Factors course project of robotic coffee stand user experience

- Independently designed, executed, and analyzed usability study
- Methods: Surveys, interviews, task analysis, usability testing
- Created Balsamiq wireframes with product design improvements

• Communicated findings in written report and lightning talk presentation, which was voted Most Persuasive by a class of 60 students

## Administrative Assistant, SAN LUIS PERSONNEL SERVICES

#### 04/2014 - 06/2015

Assisted 8 companies as a temporary employee in medical, agriculture, staffing, financial, and government environments.

- Interviewed job candidates and their references
- Utilized strong attention to detail and organizational skills
- Provided tech support and workarounds for equipment failures

### Paralegal Investigator, CHRISTIANSON & ASSOCIATES

#### 03/2013 - 08/2013

Worked closely with attorney on criminal defense cases including murder, DUI, and assault.

- Interviewed crime witnesses and incarcerated clients
- Met weekly with incarcerated clients to review case details
- Conducted research to aid defense in trial strategy and evidence

## Education

## B.S Cognitive Science 2018, UNIVERSITY OF CALIFORNIA, SANTA CRUZ

Dean's Honors: Winter 2018, Spring 2018

*Notable Courses:* Neuroscience, Psycholinguistics, Perception, Learning & Memory, Human Factors, Research Methods, Programming, HCI