

ELIZABETH EASTON KIRSCHNER

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WORK EXPERIENCE

Lead User Experience Researcher

Games & Interactive Technology Lab, Claremont Graduate University

April 2023 – Present
Claremont, California

- Project manager evaluating cognitive accessibility in popular 3D games

User Experience Research Intern – Vehicle UX

Rivian Automotive

June 2022 – August 2022
Irvine, California

- Led an end-to-end research project resulting in new product initiatives utilizing diary studies & qualitative interviews
- Presented findings to senior and director level stakeholders from 4 cross-functional teams informing product roadmap and strategy for next-gen vehicles through generative research
- Assisted senior researchers with the execution, analysis, and reporting of research

Accessible Design & Research Lead

Worcester Polytechnic Institute

May 2020 – May 2021
Worcester, Massachusetts

- Spearheaded the accessible design of an immersive 3D puzzle game through full development lifecycle
- Designed, researched, and implemented 6 key accessibility features
- Responsible for the design, running, recruitment, and analysis of 3 rounds of usability studies and playtesting
- Winner of WPI 2021 Provost Award in the Interactive Media & Game Development Department

Research Intern

NGO Cultural Heritage Without Borders

Sep 2019 – Dec 2019
Tirana, Albania

- Created a prototype digital reconstruction of the Albanian communist labor camp Spaç Prison. See: spacprison.com
- Collected eyewitness testimony from former prisoners and conducted usability testing on the prototype
- Winner of the Worcester Polytechnic Institute 2020 Presidents IQP Award.

Software Engineering Intern

Foundation Medicine International

June 2020 – August 2020
Cambridge, Massachusetts

- Contributed to Agile team working in Microsoft Dynamics 365 by completing stories, sprint planning, and retrospectives

Software Engineering Intern

Rocket Software

June 2019 – August 2019
Waltham, Massachusetts

- Contributed to Agile team by addressing bug tickets and made open-source contributions to a micro services API

SKILLS

UX Research

- Study Design
- Usability Testing
- Diary Studies
- Qualitative Interviews
- Focus Groups
- Qualitative Data Analysis
- Quantitative Data Analysis
- Survey Design
- Interaction Design
- Information Architecture
- Rapid Prototyping
- Competitive Analysis
- Journey Mapping
- Personas
- Contextual Inquiry
- Concept Testing
- User Flows
- Card Sorting

Frameworks & Software

- R Studio
- Excel
- Figma
- Mural
- Dscout
- Qualtrics
- Jira
- Confluence
- Git
- Node.js
- Unity
- Unreal

Programming Languages

- R
- Python
- C / C++ / C#
- Java
- JavaScript
- TypeScript
- HTML
- CSS

EDUCATION

M.A. User Experience, Applied Cognitive Psychology

Claremont Graduate University

May 2023
Claremont, California

- Intermediate Statistics
- ANOVA
- Applied Multiple Regression
- Categorical Data Analysis
- Design Thinking
- Persuasive Technologies
- Applied Cognitive Psychology

B.S. Computer Science, Interactive Media & Game Development

Worcester Polytechnic Institute

May 2021
Worcester, Massachusetts

- Human Computer Interaction
- Computer Graphics
- Novel Interfaces for Interactive Media
- Game Development (I, II)
- Game Design (I, II)
- Storytelling in Games
- Game Audio
- Social Ethics in Interactive Media & Games