

KRISTEN DONG

Design Researcher

Seattle, WA + Remote

BIO

Design researcher focused on hardware UX and human factors. Comfortable in both academia and professional practice. Attentive, ambitious, and an effective communicator. Portfolio at kristendong.com.

PROFESSIONAL EXPERIENCE

Meta Reality Labs Research 2021 - current

Research Analyst, Contract

Researching wearable technology with a focus on wearability and user comfort. Developed an anthropometric analysis tool to provide critical information for future prototypes. Ran a user study with 23 external participants, resulting in key insights for design teams. Designed a heuristic evaluation method that has been implemented for 10 prototypes and counting. Advocating for inclusive design research efforts and promoting consideration for diverse user needs.

Glosten 2016-2019

Design Consultant

Led the implementation of VR as a design tool for 2 client projects. Advanced company-wide design simulation to reduce time spent in development cycle iterations by at least 20%. Oversaw technical modeling, rendering, and production packages for dozens of client engagements.

RESEARCH

University of Washington

Data Visualization as a Tool for Equitable Design 2020 - 2021

Master of Science Thesis

Developed an interactive pathfinder tool to generate custom reports and visualizations for project-level social impact. Ran user testing with 10 practicing architects to improve the UX and content.

Creativity + Space 2020 - 2021

Applied Research Consortium Fellow w/ NBBJ

Led a 378 participant remote mixed-methods study on WFH adaptations during the COVID-19 pandemic. Found that kitchen workspaces resulted in 23% less perceived creativity and 20% more difficulty with mental health during remote learning.

SOOTHE VR Fatigue Study 2019 - 2021

Research Assistant

Researched VR therapy for chronic fatigue in rheumatoid arthritis patients. Managed data analysis, qualitative interviews, and hardware operations.

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kristendong.com

SKILLS

Research

Qualitative, quantitative, and mixed-methods study development, user testing, heuristic evaluations, literature reviews, survey development, data analysis, Qualtrics, Python

Design

2D and 3D prototyping, parametric modeling, tool development, Adobe Creative Suite, UI/UX design, user-focused design methodologies, strategy development, wireframing, storyboarding, personas

Project Management

Trello, Asana, Agile, resource and scope planning, process analysis

EDUCATION

MS: Design Computing

University of Washington
2019-2021
3.95 GPA, Dean's List

BA: Visual Arts

University of Washington
2012-2016