

# Jailyn Zabala

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## EDUCATION

**Carnegie Mellon University**

Pittsburgh, PA

Bachelor of Science in Psychology and Human Computer Interaction | QPA 3.79

May 2022

**Relevant Coursework:** Programming Usable Interfaces, Cognitive Psychology, Fundamentals of Programming and CS, Modern Research Methods, User-Centered Research and Evaluation, Interaction Design Studio

**Student Course Executive Board – Treasurer**

## SKILLS

**Technical:** Microsoft Suite, Google Suite, Python, JavaScript, HTML, CSS, Max MSP, C, R, IBM SPSS, Figma

**Creative:** Proficient in Adobe Suite, Video and Audio Editing, Photoshop, Interviews, Portraits, Proficient in Sewing

**Languages:** Spanish, English

## UX EXPERIENCE

**User Centered Research and Evaluation, Carnegie Mellon University - Pittsburgh, PA**

2020

- Created protocols and led user interviews to gather insights on media usage for the Kelly Strayhorn Theater.
- Used common UX methods including competitive analysis, contextual inquiries, and experience prototyping.
- Collaborated with graduate and undergraduate students with different skillsets and backgrounds.

**Interaction Design Studio, Carnegie Mellon University – Pittsburgh, PA**

2020

- Redesigned a physical control to be more accessible for people for vision and motor impairments.
- Conducted user research to inform design decisions for a responsive web design.
- Used paper prototyping and customer journey mapping to make quick prototypes for user testing to inform design decisions on a high-fidelity HTML prototype in Figma and conducted heuristic analysis to implement an effective UI with HTML.

## RESEARCH EXPERIENCE

**Research Assistant in Game Design Research Project, Remote**

2021-Present

- Annotated children's interviews to learn about their gaming preferences.
- Conducted a critical games analysis on popular games to see the impact that they may have on children.

**Accessibility Support Person/ Research Co-Author, Remote**

2021-Present

- Interviewed researchers and community organizers on accessible research methods.
- Cleaned and coded interview transcripts to create themes for a research paper that got accepted to CHI 2022.
- Facilitated accessibility for researchers and in research materials.

**Research Co-Lead in Counterspace Games for BIWOC, Remote**

2021

- Co – led a critical game analysis team that conducted a qualitative analysis on existing video games for game mechanics that effectively created counterspaces.
- Ran co-design sessions with BIWOC students and stepped in as leader when lead was not present.

**Research Assistant in HCI, Carnegie Mellon University – Pittsburgh, PA**

2019 - 2020

- Assisted with coding a website in JavaScript using Atom which participants used in the experiment.
- Synthesized and cleaned data using excel and R to analyze results of behavioral experiments.

## COMMUNICATIONS

**Office Assistant, Human-Computer Interaction Institute, Remote**

2021

- Created documents for a recruitment event to distribute to the other School of Computer Science departments to foster a more diverse graduate class.
- Expanded event by creating easily understandable guides and templates.