Whitney Nelson

UX Researcher | Atlanta, GA
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Education

Georgia Institute of Technology	Hampton University
M.S. Human-Computer Interaction	B.S. Computer Science; Nanoscience Minor
May 2020	May 2018

UX Skills

Questionnaires, Interviewing, Observations, Qualitative analysis, Persona Building, Storyboarding, Task Analysis, Sketching, Wireframing, Prototyping, and User Testing

Tools

Figma, Canva, WIX, Squarespace, Photoshop (Intermediate)

Coding Languages

Python, CSS, PHP, HTML, JavaScript, Java, C#, Linux operating system, Markdown and Git

Experiences

Morehouse College CRCL | *November 2020 - Present*

UX Researcher: Conducted interviews, observations, secondary research, and surveys to understand the experiences of technical interviews. These were used to build personas, task analysis, and storyboarding.

Designer: Prototyped a VR technical interview experience with LearnBrite and ChatMapper and developed a qualitative usability research study to assess the prototype for revisions.

Researcher Scientist: Led mixed methods projects including surveys and semi-structured interviews on the elimination of student loan debt for HBCU students.

Illum Visions | *May 2020 - Present*

UX Researcher: Conducted usability test to improve and scale client's websites.

UX Design: Redesigned several small business websites using WIX. I set up subscription services, e-commerce, video content, newsletters, and animations.

Oak Ridge National Laboratory (ORNL) | *May 2018 – August 2018 & May 2019 – August 2019*

UX Intern: Developed design considerations and implications for collaborative and immersive analytics experience for HPC researchers. I also prototyped a framework that stores research data for facilitating scientific discovery.