Taylor Bunge

User Experience Researcher

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Education

M.S. Human-Computer Interaction
Georgia Institute of Technology
Aug 2021 – Expected May 2023
GPA: 4.0

B.S. Psychology
Concentration in Neuroscience
Wofford College
Class of 2019
GPA: 3.96

Skills

Research
Interviews, Surveys, Usability Testing, Affinity Mapping, Card Sorting, Contextual Inquiry, Task Analysis, Competitive Analysis, Biometric Data Collection (EEG, HR, GSR), Literature Reviews

Tools
Qualtrics, NVivo, MAXQDA, SPSS, R Studio, Figma, Miro, Webflow, Adobe Illustrator

Awards

Phi Beta Kappa, *May 2019*

Henry Freeman Service Award, *May 2019*

Dean's List, Wofford College, *2015-2019*

Research And Work Experience

Georgia Tech Research Institute | Graduate Research Assistant
Sept 2021 - Present
- Conducting semi-structured subject matter expert interviews with over 30 AI scientists to research the factors that influence the trustworthiness of AI technology.
- Performing thematic analysis on study data to develop tools and metrics to help guide the adoption of new AI technologies.

Facebook Reality Labs | Research Assistant, Contract
July 2019 - July 2021
- Collaborated with teams of UX researchers, designers, and engineers to pilot, implement, and evaluate moderated user research studies on new technologies in virtual and augmented reality.
- Responsible for participant recruiting and scheduling, secure data handling, session and prototype troubleshooting, and post-study data analysis for over 500 user study sessions.
- Successfully pioneered and implemented remote research protocols for the User Studies team to continue safe and secure data collection during COVID-19.

Intergenerational Connections Program | Student Fellow
August 2018 - May 2019
- Designed and facilitated weekly interactive workshops with older adults in assisted living centers to foster community and reduce social isolation.
- Collected workshop engagement data with Qualtrics and presented findings and experiences in a community exhibition.

Selected Projects

Cooleaf Web Accessibility and Multimedia | User Researcher
Sept 2021 – Dec 2021
- Partnered with Cooleaf, a B2B employee engagement platform, to incorporate accessibility and multimedia into their web platform.
- Designed and conducted semi-structured interviews with Cooleaf stakeholders and people with visual impairments to better understand their needs, behaviors, and preferences.
- Analyzed research finding from heuristic evaluations and usability testing on an accessible photo-sharing prototype.

UpZone: A Sustainability Game | User Researcher
Sept 2021 – Dec 2021
- Collaborated on a multidisciplinary team to conduct end-to-end UX research, utilizing findings to address the barriers that families face when repurposing everyday items.
- Designed and conducted surveys and interviews with parents who upcycle to understand their current practices and pain points.
- Completed in-lab playtests of our UpZone prototype: A collaborative game that teaches sustainable creativity through upcycling.