

# Jessalyn Alvina - CV

Address: 51b rue Sébastien Mercier Paris 75015  
Email: [jessalyn.alvina@gmail.com](mailto:jessalyn.alvina@gmail.com)

Phone: +33 6 61 38 99 06  
Website: <https://uxfol.io/jesalvina>



## Work Experience

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03/21 – present **Senior UX Designer** at **Université Paris Saclay** (France)

Project funded by *The European Research Council*.

Manages a UX project to design an AI-based recommendation systems for web-based office suite.

[UX DESIGN] Leads the design process of AI-based recommendation systems using *use case scenarios*, *screen flow*, and *video prototypes* with **Figma** for Google office suite like Google Sheet and Google Slide.

03/20 – 02/21 **Senior UX Designer** at **Télécom Paris** (France)

Project funded by *l'Agence National de la Recherche*.

Led a UX team of three to design a remote touch communication system.

[UX RESEARCH] Conducted *surveys+interviews* to identify *pain points* and *user needs* in touch communication during the COVID-19 pandemic. Analyzed, synthesized, interpreted, and explained the research results. Presented the results and developed design strategies to the senior leadership and stakeholders.

[UX DESIGN] Led the design process (using *sketch solution*) of a novel wearable device to support remote touch communication. Managed the collaborations with engineers during the development process. Defined and planned the *usability test*, and worked closely with UX team members to analyze and explain the results.

08/18 – 02/20 **UX Researcher & Designer** at **University of British Columbia** (Canada)

Projects partly funded by *Microsoft* and *Autodesk*.

• Project collaboration to identify usability issues in MS OneNote for adults, children, and older adults (65+).

[UX RESEARCH] Conducted a *cognitive walkthrough* (think-aloud protocol + eye tracking) and created *task analysis*. Mentored a UX intern to analyze the research results and to deliver design strategies.

• Project lead to enhance cross-device usability of applications in PCs and smartphones.

[UX RESEARCH] Conducted a *survey* and an *interview* to identify cross-device usability issues (i.e., *pain points*).

[UX DESIGN] Developed *personas*, *use case scenarios*, *storyboards*, and *video prototypes* to design feature-finder tools in cross-device apps like Google Maps, Doc, and Slide in PCs & smartphones. Planned an *elicitation study* with end users, analyzed the results, and finally generated a *user typology*.

## Education

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2014 – 2018 **Ph.D in Human-Computer Interaction** at INRIA & Université Paris Saclay (France)

Reviewed by *Google* (USA), recognized as "*the most systematic, innovative, & creative exploration*" by *Shumin Zhai*, Principal Scientist at *Google*.

• Project "Expressive Keyboards" to re-design text output with GBoard on smartphones.

[UX RESEARCH] Conducted a *cognitive walkthrough* and a *participatory design workshop* with typographers, designers, and developers to perform *user needs analysis* of creative texting with smartphones.

[UX DESIGN] Developed *wireframe* and created an interactive *code-based prototype* (Android) for smartphones.

• Project "CommandBoard" to re-design smartphone keyboards (GBoard) to enable efficient menu selections, that led to an **international patent** ([link](#)).

[UX DESIGN] Created interactive *code-based prototypes* (Android) of a menu-selection tool keyboard on smartphones. Performed an *A/B testing* and iterated with *wireframes*.

## Skills

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<b>UX Research</b>	Survey, interview, cognitive walkthrough, personas, user journey maps, use case scenarios
<b>UX Design</b>	Participatory design workshop, storyboard, wireframes, screen flow, usability testing
<b>Data analysis</b>	Statistical analysis (JMP, R, SPSS), affinity diagram, thematic analysis
<b>Prototyping</b>	Low-fidelity (Photoshops), Med-fidelity (Figma, iMovie), High-fidelity (HTML, Javascript, Android)
<b>Languages</b>	English (Bilingual), French (B2), Indonesian (Native)