

Jessalyn Alvina - CV

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Work Experience

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

- **Role:** UX Lead for a team of three (UX Researcher, UX Engineer)
- **Project:** Supporting remote conference attendances with a wide range of activities for 3000+ participants.
- **Activities:** [QUAL UX RESEARCH] Conducted [surveys](#), [interviews](#), [diary studies](#) to identify [pain points](#) and [user needs](#).
[UX DESIGN] Design strategy proposal and develop an interactive [code-based prototype](#) (JavaScript).

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

- **Role:** UX Lead for a team of three (UX Researcher, UX Engineer).
- **Project:** Remote touch communication system design for COVID-19 pandemic.
- **Activities:** [QUAL UX RESEARCH] Conducted [surveys+interviews](#) to identify [pain points](#) and [user needs](#). Analyzed and synthesized the results. Defined design strategies and communicate with senior leadership and stakeholders.
[UX DESIGN] Proposed solution using [sketch solution](#) based on user insights and strategy.
[DELIVERY] Collaborated with engineers to implement the application. Defined and conducted the [usability test](#).

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

- Project partly funded by *Microsoft* and *Autodesk*.
- **Role:** UX Researcher/Designer and mentor of a UX intern
- **Project 1:** Identifying usability issues in MS OneNote for adults, children, and older adults (65+).
[MIXED UX RESEARCH] Conducted a [cognitive walkthrough](#) (think-aloud + eye tracking), created [task analysis](#).
[DELIVERY] Design strategy proposal based on research result.
- **Project 2:** Enhancing cross-device usability of applications in PCs and smartphones.
[QUAL UX RESEARCH] Conducted a [survey+interview](#) to identify cross-device usability issues. Developed [personas](#).
[UX DESIGN] Design ideation based on [use case scenario](#) & [storyboard](#) in web/smartphone apps like Google Maps.
[DELIVERY] [Video prototypes](#) to demonstrate solutions. Conducted [elicitation study](#) with end users, analyzed the results, and finally generated a [user typology](#).

Education

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 1:** "Expressive Keyboards" to re-design text output with GBoard on smartphones.
[QUANT UX RESEARCH] Performed data analysis on logs with Java and Python to do gesture feature extractions.
[QUAL UX RESEARCH] Conducted a [participatory design workshop](#) with target users, designers, and developers.
[UX DESIGN] Developed an interactive [code-based prototype](#) (Android) for smartphones.
- **Project 2:** "CommandBoard" to re-design smartphone keyboards (GBoard) to enable efficient menu selections, that led to an **international patent** ([link](#)).
[UX DESIGN] Created interactive [prototypes](#) (Android) of a menu-selection tool keyboard on smartphones.
[QUANT UX RESEARCH] Designed and performed an [A/B testing](#) and analyzed data with ANOVA.

Skills

UX Research	Survey, interview, diary study, cognitive walkthrough, personas, user journey, usability testing
UX Design	Participatory design workshop, storyboard, wireframes, screen flow
Programming	Java, Python, SQL, C++, JavaScript, Android
Data analysis	Quantitative (R, JMP, SPSS, MathLab); Qualitative (thematic analysis, affinity diagram)
Languages	English (Bilingual), French (B2), Indonesian (Native)