ADA NG [ay-duh eng]

user experience researcher + designer

HCI Researcher exploring applications of sensor and wearable data in health and AR/VR

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education

+ NORTHWESTERN UNIVERSITY
M.S./Ph.D. Technology and Social
Behavior (HCI)
+ CORNELL UNIVERSITY
B.S. Design and Environmental
Analysis (Interior Design)

research methods

+ in-depth interviews + in-lab usability testing + contextual inquiry + behavioral observation + rapid iterative prototyping + diary studies + workshop/focus groups + surveys

tools

+ Illustrator + Photoshop + InDesign + Python + Pandas + numpy + matplotlib + SQL + R + Figma + InVision + Axure

honors

+ NSF GRFP Honorable Mention 2018 (Top 29%)

+ American Medical Informatics
Association Student Design
Competition 2nd place 2017
+ Segal Design Cluster Fellowship 2017

teaching assistantship Courses

- + How Interaction Works
- + Designing Health User Experiences
- + Human-Computer Interaction

community/leadership

+ host professional development and community building events
+ peer review research papers for publication

- + present at conferences
- + university brand design

 + mentor graduate students and prospective PhDs on academia and industry careers

relevant experience

- META REALITY LABS Lead User Experience Researcher 2021-current
- + Lead health and wellness research within an augmented reality (AR) wearable product
- + Support product teams in roadmapping, vision, strategy, product definition, prioritization, design iteration, and benchmarking
- + Evaluate user experience of AR wearable product pillar through mixed-methods research
- + Partner with cross-functional teams to align and drive solution generation and implementation

NORTHWESTERN UNIVERSITY – Doctoral Researcher 2016-2021

+ Explored the value of context in health data visualizations for postpartum self-reflection.
Inductive coding to identify data visualization design features. Simulated health data using
Python, NumPy, and pandas to create prototypes to evaluate usefulness of design concepts.
+ Designed a human-centered mental health self-tracking mobile app through exploratory
interviews, identifying design opportunities, prototyping, and evaluating app acceptability
+ Identified current and envisioned uses for wearable sensor data in treatment for post
traumatic stress disorder (PTSD) by collaborating with a mental health clinic to conduct
interviews with veterans, their care providers, and organization leadership
+ Investigated effects of various visual and haptic expressions of heart rate in virtual reality (VR)
on perceived sensations of heart rate. Programmed conditions in Unity and C#
+ Wrote and submitted IRB protocols and supplementary materials both independently and

FACEBOOK - VR Experiences UX Research Intern Summer 2018, 2019

 + Planned and conducted generative and evaluative research on prototypes for Oculus user profiles, Facebook Horizon, and current/potential users of social virtual reality applications
 + Synthesized findings into design recommendations for cross-functional stakeholders

UPTAKE TECHNOLOGIES - User Experience Researcher 2016-2017

+ Owned research for a portfolio of industries integrating machine-learning-backed systems and services into their systems for the first time

+ Developed personas, workflows, journey maps, and ecosystem diagrams as a means of sharing research findings with cross-functional teams

GFK CUSTOM RESEARCH – User Experience Research and Design Lead Specialist 2013-2016 + Evaluated product safety through domestic and international formative and validation human factors studies assessing: comprehension of instructional graphics and content, attitudes towards commercial web and mobile applications, and behavioral impact of UI for 510(k)s

select publications

+ Ng, A., Walker, A. M., Wakschlag, L., Alshurafa, N., & Reddy, M. (2022). <u>Understanding</u> <u>Self-Tracked Data from Bounded Situational Contexts</u>. In Designing Interactive Systems Conference. doi.org/10.1145/3532106.3533498

+ Ng, A., Kornfield, R., Schueller, S. M., Zalta, A. K., Brennan, M., & Reddy, M. (2019). <u>Perspectives on Integrating Sensor-Captured Patient-Generated Data in Mental Health Care</u>. Proceedings of the ACM on Human-Computer Interaction, CSCW. doi.org/10.1145/3359217