

# KAREN AU

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## SKILLS

### Languages:

XHTML/ CSS, Java/script, AJAX,  
Visual Basic.NET, Python, MATLAB,  
Flash

### Development:

Adobe & Macromedia Suites  
Visual Studio  
Quicktime Pro

### HCI Methods:

Ethnographic Methods  
Empirical Methods  
Contextual Design & Inquiry  
Keystroke-Level Modeling  
Heuristic Evaluation  
Think Aloud User Studies  
Cognitive Walkthrough  
Personas  
Experience Prototyping  
Concept Validation  
Stakeholder Analysis  
Value Opportunity Analysis

## ACHIEVEMENTS

Phi Sigma Theta National Student  
Honors Society, UCSD (2003 – 2006)

National Society of Collegiate  
Scholars, UCSD (2002 – 2006)

SOLO Leadership Certificate, UCSD  
(2004)

Certificate for Outstanding Writing,  
UCSD (2004)

## PROJECTS

**NASA** : Mobile Device for Problem  
Reporting and Corrective Action

**Lente / Phillips Research** : Ubiquitous  
Alarm Clock for Dual-Income Parents

**DesignAdvance**: Collaborative  
Software for PCB Design Processes

**Cognitive Science Honors Thesis  
Project**: Information Presentation of  
Procedural Instructions

## OBJECTIVE

To obtain a full-time position in the field of Usability Engineering, User Interface/Interaction Design, or User Experience Research.

## EDUCATION

### Master of Human-Computer Interaction

Carnegie Mellon University Expected Graduation Date: August, 2007

### Bachelor of Science, with Distinction in Cognitive Science

Specialization in Human-Computer Interaction  
University of California, San Diego  
GPA: 3.6 /3.7  
Provost's Honors

### Relevant Coursework:

HCI Programming, High-Tech Product Innovation, Programming Usable Interfaces, Interface & Interaction Design, Cognitive Aspects in Multimedia Design, Cognitive Engineering/HCI Methods, Honors Thesis Research Methods

## EXPERIENCE

### PEP Systems, Design Consultant, (1/07 to 7/07)

- Performed usability analysis on current interface
- Redesigned GUI and interaction styles for Insurance Reconciliation Software
- Presented designs to and collaborated with the Vice President, technical lead and marketing team
- Implemented hi-fi prototype for user testing and consumer feedback

### Research Assistant III, Interactive Cognition Lab, UCSD (9/05 – 6/06)

- Served as lab manager and ensured that lab is efficiently run
- Managed all aspects of the lab associated with staff, students, subjects, purchasing, computer maintenance, and lab organization

### Laboratory Assistant, Cognitive Development Lab, UCSD (6/04 – 6/06)

- Worked with faculty to redesign laboratory and project websites
- Videotaped subjects and performed ethnographic video scoring for Parent-Infant Interaction in Naturalistic Settings Study, analyze relationships between parents and infants dyads and objects in their natural environments, trained laboratory assistants
- Optimized data analysis methods to increase reliability of data

### Laboratory Assistant, Interactive Cognition Lab, UCSD (8/04 – 9/05)

- Redesigned and conducted Passing the Bubble experiment, analyzing the physical mechanisms for improving collaboration and decision making
- Performed ethnographic audio transcription and statistical analysis and presented results to research faculty