Wendy (Yi Xuan) Khoo

UX Researcher| ykhoo1@umbc.edu | wkhoo.wordpress.com

EDUCATION

UNIVERSITY OF MARYLAND, BALTIMORE COUNTY (UMBC)
Ph.D. in Human-Centered Computing, 2025 (Expected)
M.S. in Human-Centered Computing, 2022

RUTGERS UNIVERSITY, NEW BRUNSWICK
Master of Information, 18 credits earned, 2020

THE UNIVERSITY OF IOWA
Bachelor of Arts in Informatics, Bachelor of Arts in Psychology, 2018

SKILLS

UX Research Skills: interviews, diary studies, surveys, competitive analysis, usability testing, qualitative analysis, statistical analysis, affinity diagram, persona, storyboard,

Languages: Python, HTML, CSS, JavaScript

Prototype and Other Tools: Figma, Axure, Adobe XD, Balsamiq, NVivo, MAXQDA, Miro, Qualtrics, Stata, Tableau, AutoCAD, Adobe Photoshop, Adobe InDesign, Adobe Illustrator

AWARDS

1. Awarded the Iowa Center for Research by Undergraduates Fellowship at the University of Iowa

2. Dean's List at 2017 at the University of Iowa

PUBLICATIONS AND PRESENTATIONS

1. Adopting Foundational Data Science Curriculum with Diverse Institutional Contexts. *SIGCSE Technical Symposium 2024.* (accepted)

2. Experiences and Perspectives on Data Privacy of Mental Health Technologies. *WISH Symposium at CHI2023*

3. Opportunities for Technologies to Enhance Quality of Life with People who have Experienced Vision Loss. *Proceedings of the 2019 CHI Conference on Human Factors in Computing Systems.*

4. Virtual Showdown: An Accessible Virtual Reality Game with Scaffolds for Youth with Visual Impairments. *Proceedings of the 2019 CHI Conference on Human Factors in Computing Systems.*

EXPERIENCE

GRADUATE RESEARCH ASSISTANT | University of Maryland, Baltimore County
Aug 2020 - Present | Baltimore, MD

- Led an independent research to investigate users' privacy and security concerns about mental health applications
- Analyzed 10 focus group interviews to explore the impact of the data science curriculum in undergraduate education
- Conducted a deployment study of a safety system 8 older adults with mild cognitive impairment called SafeWee through diary study and semi-structured interviews
- Employed conversation analysis to 7 interviews to explore the negotiation pattern of older couples interacting with a safety settings probe

COMPUTER SCIENCE TUTOR | The University of Iowa
Sep 2017 - Dec 2018 | Iowa City, IA

- Assisted 3 undergraduate students with their programming practices and exams in *Introduction to CS* and *Programming for Informatics*

RESEARCH ASSISTANT | The University of Iowa
Jan 2018 - Aug 2018 | Iowa City, IA

- Performed a systematic search and analyzed 10 interviews to explore the opportunity for people who have experienced vision loss
- Collaborated with 2 researchers to code and labeled footage from 33 videos from the user study of a virtual reality (VR) game called Virtual Showdown

SELECTED PROJECTS

THE IMPACT OF POINTING AND ANNOTATION FOR REMOTE YOGA INSTRUCTION   Jan 2021 - May 2021
- Conducted 2 pilot testing of a remote pointing annotation tool with a yoga instructor and students to deliver yoga instruction

EMT TELEASSISTANT: TELEHEALTH SOLUTION FOR EMS IN RURAL ALASKA   Sep 2020 - Dec 2020
- Conducted stakeholder interview with an EMT to gather requirement of telehealth solution in rural area and designed the prototype using Figma

CLEAN LIVING   Sep 2019 - Dec 2019
- Conducted interview with 2 subjects and employed affinity diagram to analyze the interview data
- Designed and develop a high-fidelity prototype of an application that support people who experience respiratory issues using Axure
- Performed guerrilla usability testing with 2 subjects to gather feedback from the high-fidelity prototype