DANIEL WILLIAM CHEVILLAT

UX Researcher

PORTFOLIO: www.danielchevillat.com
LINKEDIN: https://www.linkedin.com/in/daniel-chevillat

(323) 972-7297
dwchevillat@gmail.com

SKILLS

- **Quantitative research methods**: experimental design, statistical analysis, AB testing, survey design & analysis
- **Qualitative research methods**: interviews, focus groups, ethnography
- Usability testing
- Study moderation
- Participant recruitment
- Project Management
- Design Thinking
- Video editing
- Vendor management
- Interaction design

Tools

- SPSS: statistical analysis
- Axure: prototyping
- Microsoft Office: Word, PowerPoint, Excel

EDUCATION

SAN JOSE STATE UNIVERSITY

- M.S. Human Factors and Ergonomics, Emphases in Cognition and HCI
- Completed coursework, expected graduation: February 2021

UNIVERSITY OF CALIFORNIA, SANTA BARBARA

- B.A., Psychology, June 2015, GPA: 3.74
- Graduated with high honors and distinction within the major

WORK EXPERIENCE

UX RESEARCHER & DESIGNER, VOLUNTEER

NEXGO, SEPTEMBER 2020 – PRESENT

On a part time basis, I am volunteering my time to help Nexgo, an AR company, with research and design related needs to improve their product.

UX RESEARCH ASSISTANT:

SKYWARD UX, DECEMBER 2018 – MAY 2019

On a part time basis, I assisted the primary researcher build a company focused on providing UX services.

UX RESEARCH ASSISTANT:

HONDA INNOVATIONS, MARCH – JUNE 2018

Assisted the head of UX Research, by accommodating multiple stakeholders' research needs.

- Our work helped refine the designs of several products and led stakeholders to change direction with one other, due to the insights garnered.

RELEVANT CLASS PROJECTS

AMAZON MOBILE APPLICATION USABILITY TEST:

SJSU, COURSE: USABILITY TESTING

A project done in a collaborative and project-oriented class, meant to teach students the process of usability testing, and which involved a usability-principle-based heuristic evaluation of the interface, participant recruitment, interviewing, and analysis.

DISASTER PREPAREDNESS ETHNOGRAPHIC FIELD STUDY:

SJSU, COURSE: ETHNOGRAPHIC RESEARCH METHODS

A workshop dedicated to giving students hands-on experience with ethnographic methods, where we qualitatively examined a topic in the nearby community. Resulted

in experience in participant-observation and interviews, qualitative coding and analysis of our data, and succinct presentation of results to a client (Japantown Prepared).

FB MESSENGER MOBILE APP EVALUATION & REDESIGN:

SJSU, COURSE: HCI

A project that took me through the entire process behind user centered design. In a cross-functional team with computer engineers, I evaluated the application based on usability violations, conducted user testing, created personas, created wireframes, and ultimately created a functional prototype.