

AUBREY SCHIAVONE, PH.D.

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UX researcher with over 10 years' experience conducting research in healthcare, higher education, civic tech, and non-profit spaces

WORK EXPERIENCE

JULY 2022-PRESENT

SENIOR UX DESIGN RESEARCHER, OPTUM

MAY 2022-JULY 2022

UX RESEARCH APPRENTICE, TECH FLEET, THE SERIOUS TYPE

- Collaborate on a team of 20 researchers, project managers, developers, strategists, and designers to produce an app aimed at community building among teens and mentors
- Plan and conduct UX research within an Agile framework
- Competitive analyses and heuristic evaluation to measure usability and identify MVP app features and functionalityUX
- Project Description: The Serious Type is a content creation platform for teens and young adults to express themselves in productive and creative ways. The app shifts its focus away from a traditional social media engagement model and helps users make decisions driven by intention and the desire to share and grow as a collective.

MARCH 2022-JULY 2022

UX RESEARCHER AND WRITER, HACK FOR LA, ACCESS THE DATA

- Collaborate with a team of 12 remote researchers, project managers, developers, designers, and data scientists to produce a website promoting data literacy
- Conduct semi-structured qualitative interviews to develop personas and inform website design for particular user groups
- A/B testing and remote usability tests to support responsive and interactive web design
- Optimize web copy for programs and services in the civic tech space including community partners and local government stakeholders
- Project Description: "The Access the Data project seeks to identify where data literacy education is most needed and to develop modules to address those areas. The project will produce a website to make accessing those modules and other relevant self-teaching content easy to find and use."

MARCH 2022-JULY 2022

RESEARCHER AND ASSISTANT PROFESSOR, UNIVERSITY OF DENVER

- Designed and conducted qualitative research including interview, observation, and survey methods

- Taught over 35 courses on a variety of topics including “Writing and Research,” “Writing and Digital Media,” and “Social Class and College Culture”
- Designed over 40 workshops for graduate student and faculty researchers covering a range of topics including “Navigating Identity in Research” “Writing Research Findings,” and “Designing Research Presentations”
- Strengthened relationships and communication between various university stakeholders including faculty, administrators, alumni, undergraduate, and graduate students as the Chair of the Faculty Senate Student Relations Committee
- Designed programming and advocated for low-income, first-generation, and racially minoritized students as Co-Lead of the Office of Diversity Equity and Inclusion’s Opportunity Gap Working Group

AUGUST 2012-MAY 2017

GRADUATE RESEARCHER, UNIVERSITY OF MICHIGAN

- Designed educational research both individually and collaboratively
- Collected qualitative interviews, ethnographic observations, and survey research with first-generation college student populations
- Conducted qualitative analyses of digital literacy and social media use in college classrooms
- Individually and collaboratively wrote, edited, and published articles, chapters, and books reporting original research findings and their impacts

EDUCATION

MAY 2017

PH.D. ENGLISH AND EDUCATION, UNIVERSITY OF MICHIGAN

MAY 2012

M.A. ENGLISH, SALISBURY UNIVERSITY

MAY 2010

B.A. ENGLISH, MOUNT ST. MARY’S UNIVERSITY

SKILLS

- Mixed methods data collection and analysis in UX and higher education contexts
- Writing presentations and publications of data and impacts
- Cross-functional collaboration to design UX research in an Agile framework
- Championing diversity, equity, inclusion, and accessibility of products and programs
- Communicating with diverse stakeholders to deliver targeted products and services
- Teaching, mentoring, and facilitating workshops about research processes

TOOLS AND TECHNIQUES

- Semi-Structured Interviews, Ethnography, Observations, Surveys, Heuristic Evaluation, Competitive Analysis, Usability Testing, A/B Testing, Diary Studies, Artifact-Prompted Interviewing, Think-Aloud Protocols, Case Studies, Inductive and Deductive Coding, Grounded Theory Analysis
- GitHub, Notion, Trello, Figma, NVivo, Qualtrics, Dedoose, AntConc, UserTesting, UserZoom