

Rebecca Jablonsky

UX Design and Research

I create and communicate visions for connecting people with each other through technology.

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Education

Carnegie Mellon University

Masters of Human-Computer Interaction
August 2013

New York University

M.A., Psychology
May 2010

NYU in London

Transnational Communities and Media Cultures
January 2010

CUNY Hunter College

B.A., Psychology, Religion
May 2008

Skills

Adobe Creative Suite
Affinity Diagramming
Axure
Balsamiq
Competitive Analysis
Contextual Inquiry
Ethnography
Heuristic Evaluation
HTML/CSS
Ideation and Visioning
Paper Prototyping
Speed Dating
Storyboarding
Sketch
Think-aloud Protocol
Usability Testing
Web Analytics
Wireframing
Wizard of Oz
Wordpress

Honors

2013 | Finalist, CHI Student Design Competition
2012 | Research presented at Global Urban
Popcultures Conference; Prague, Czech Republic
2012 | Research published in the Journal of
Popular Music Studies, Issue 24: Vol 1

Experience

Perforce Software | UX Designer

Alameda, CA 3/15-present

- > Planning, conducting, and reporting on design research initiatives for product innovation in version control and product lifecycle management software.
- > Leading customer feedback sessions for Perforce's new Helix Cloud offering, a web-based interface for collaboration and communication amongst programmers, designers, and artists.
- > Producing high-fidelity UI designs, workflow diagrams, and lightweight prototypes to solve existing UX problems and document upcoming features.

IBM | UX Designer

Emeryville, CA 12/13-3/15

- > Produced mockups, interactive prototypes, and high-fidelity designs for a new web-based endpoint management tool.
- > Worked closely with developers to facilitate implementation of a cohesive visual and interactive language.
- > Communicated the value of design and formalized a design process within an engineering-centric environment.

Boeing | Research and UX Design Lead

Pittsburgh, PA 1/13-8/13

- > Planned and led contextual inquiry at Boeing's Everett Factory through CMU's MHCI Capstone Project.
- > Translated research into concrete design opportunities.
- > Planned and led three testing trips for rapid iteration on a prototype of an interactive, immersive environment.
- > Produced concepts maps, sketches, and UX specifications of the final experience's design.

Symphony Space | Social Media and Interactive Marketing Intern

New York, NY 6/11-8/11

- > Created and implemented a social media strategy for a mid-sized performing arts space to track and improve user engagement.

New York University | Teaching Assistant and Grader

New York, NY 9/08-7/10

- > Graded essays for an Introduction to Psychology course, gave feedback about class performance, and assisted with lectures.

New York University | Research Assistant

New York, NY 9/09-12/09

- > Assisted with designing, executing, and reporting on a research project focused on neuroscience and conditioned fear.