

# Chelsea M. Myers

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## Education

**PhD Candidate in Digital Media,**  
*Expected 2019*  
Drexel University

**MS in Digital Media, 2016**  
Drexel University

**BS in Digital Media, 2014**  
Drexel University

## Skills

### UX Research Methods

Usability Testing, Task Analysis,  
Personas, Paper Prototyping,  
Wireframing, Requirement  
Gathering, Competition  
Analysis, Focus Groups,  
Interviews, Card Sorting, Survey  
Design, Open & Axial Coding,  
Thematic Analysis, T-Tests,  
Pearson's Correlation, Markov  
Chain Models

### Software

UXPin, Axure, Photoshop,  
Illustrator, After Effects, Flash, G  
Suite, Excel, Word, TAMs, SPSS

### Coding

LaTeX, HTML5, CSS3, Sass,  
JavaScript & jQuery, PHP,  
MySQL, Git, Node.js,  
WebSockets, Google Maps &  
Calendar API, WordPress,  
Responsive Web Design, and  
Local Storage

## Experience

### **PXL Lab, Research Assistant, Fall 2017 – Present**

Lead UX researcher and developer working with a diverse team of designers, developers, community leaders, and psychologists to create a therapeutic story creator to help at-risk adolescents manage difficult situations. We are iteratively building an online story creator tool through personas, user journeys, usability studies, and participatory design to foster story creation and sharing.

### **Happy Cog, Developer, Spring 2013 – Winter 2016**

Front-end developer for companies like Yale, Harvard, Ben & Jerry's, David's Bridal, NYIT, INET, and Lagunitas. Assisted in usability testing sessions focusing on mobile experiences. Participated in kick-off meetings, pitch presentations, and brainstorming/white board sessions.

### **Coffeebot Studios, LLC, Co-Founder & Director of Operations, Summer 2014 – Present**

Co-founded animation studio creating original and client work. Lead developer and UX designer for website and media productions. Conducted user interviews to design a mobile friendly comic viewing experience.

### **Freelance Developer & Designer, Summer 2010 – Present**

Worked with clients and target users from research, design, to development to create customized mobile-friendly websites.

## Teaching

### **Instructor, Drexel University**

User Experience: Winter 2016  
Special Topics: User Experience Design II: Spring 2016  
Experimental Interactive Exhibits: Summer 2017  
Content Management Systems: Summer 2017  
Web Authoring I: Fall 2014, Summer 2015, Fall 2015  
Vector Authoring I: Winter 2015

### **Adjunct Professor, Moore College of Art and Design**

Web Design: Spring 2017 & 2018  
Screen Typography: Fall 2017

## Awards

Grace Hopper Celebration Student Scholarship 2018, Anita Borg Institute, 2018.

Outstanding Promise Award, Graduate Student Awards, Drexel University, 2016.

Research Excellence Award, Graduate Student Awards, Drexel University, 2017.

Entrepreneur Program Incubator, Coffeobot Studios, Corzo Center for the Creative Economy, University of the Arts and Drexel University, Summer 2014, \$6000.

Audience's Choice Award, Coffeobot Studios, Corzo Center for the Creative Economy, University of the Arts and Drexel University, 2014, \$1000.

## Co-Curricular

Volunteer, **Women in Tech Summit**, Spring 2014

Teaching Assistant, **Girl Develop It**, Winter 2014

## Invited Talks

"Overcoming Obstacles in Voice User Interfaces" | Research and Creative Work Showcase, Drexel University, March 2018

"Adaptive Voice User Interfaces" | Women in Computing Society, Drexel University, February 2018

## Projects

### UX of VUIs with DiscoverCal, Fall 2016 – Present

As lead UX researcher, I am exploring how to adapt Voice User Interfaces (VUIs) to cater to an individual's preference. For this project, I have conducted usability studies on a modern VUI (Alexa) to better understand how people approach VUIs and form verbal commands. Through paper prototyping tests, usability studies, and user interviews, my team is designing and developing our own VUI called DiscoverCal.

### Interactive Narrative Authorship Tool, Fall 2017 – Present

Lead UX Researcher working with local community through participatory design. This is an iterative project where we have designed personas, user journeys, and usability studies to create a therapeutic story creator to help teach adolescents skills to manage difficult situations.

### Touch-Enhanced Gesture, Fall 2014 – Spring 2016

Developed an approach for improving gesture control by combining it with touch input through user interviews and a within-subject usability study.

## Publications

**C. Myers**, A. Furqan, J. Nebolsky, K. Caro, and J. Zhu, "Patterns for How Users Overcome Obstacles in Voice User Interfaces," in Proceedings of the 2018 CHI Conference on Human Factors in Computing Systems, 2018, p. 6:1--6:7. **(25.7% Acceptance Rate)**

**C. Myers**, A. Furqan, and J. Zhu, "Adaptable Utterances in Voice User Interfaces to Increase Learnability," in 6th Workshop on Interacting with Smart Objects (SmartObjects), 2018, no. 2082, pp. 44-49.

A. Furqan, **C. Myers**, and J. Zhu, "Learnability through Adaptive Discovery Tools in Voice User Interfaces," Proc. 2017 CHI Conf. Ext. Abstr. Hum. Factors Comput. Syst. - CHI EA '17, pp. 1617-1623, 2017. **(38.5% Acceptance Rate)**

J. Zhu, J. Connell, C. M. Kerns, N. Lyon, N. Vecere, D. Lim, **C. Myers**, "Toward Interactive Social Stories for Children with Autism," in Proceedings of the 2014 ACM SIGCHI Annual Symposium on Computer- Human Interaction in Play (CHI PLAY), 2014, pp. 453-454.

## Books

Myers, Chelsea. *Responsive Web Design Patterns*, Birmingham, UK: Packt Limited, November 2015. Print