Natasha Tylosky
UX Design & Research

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link to my publications

Work Experience

UX Researcher Sept. 2020 - Present, Lappeenranta, Finland,
LUT University, Software Engineering Department

- Directed the UX & UI design of a data visualization tool, defining research practices & design methodologies. This project was part of a multi-country research initiative funded by the European Union, exceeding 1 million euros.
- Incorporated user-centric design method into the development of the tool & conducted 3 user study cycles to refine the functionality and usability of the data visualization tool.
- Partnered with stakeholders from 5 different organizations including broadcasting network VRT & The Knowle West Media Centre to assess the tool's requirements.

UX Research Assistant: Jan. 2019 - July 2019, Barcelona, Spain
University of Pompeu Fabra, SPECS Lab

- Conducted data analysis and visualization using Python.
- Developed UI & UX design of EEG visualization tool and incorporated over 30 example EEG data sets into the tool.
- Evaluated EEG visualization tool via usability testing.

UI/Graphic Designer: June 2017 - Aug. 2018, NYC, USA
Rural Education Foundation of Mexico

- Designed over 25 pieces of print media, such as logos & brochures
- Produced over 15 motion graphics animations & informational videos.
- Revamped the organization's website to streamline navigation, enhance aesthetics & increase brand cohesion.

UX Designer: June 2016 - Aug. 2017, NYC, USA
Turquesa Studios

- Led the conceptualization and execution of the game's UI system, overseeing the design process from inception to implementation.
- Defined the game's UX & structured the game's levels, ensuring seamless player interaction throughout the player's experience.
- Created over 500 art assets in Photoshop & animated in Unity.

Digital Design Intern: Oct. 2015 - Jan. 2016, RI, USA
Hasbro INC.

- Made over 20 digital art assets and UI elements for the animation department.

Education

M.S. Cognitive Systems & Human Computer Interaction
University of Pompeu Fabra, 2018 - 2019, Barcelona Spain

B.S. Digital Design & Animation (minor in Psychology)
University of Massachusetts, 2012 -2016, Boston, USA

Tools

Figma
Axure
Adobe XD
After Effects
Illustrator
Unity
Photoshop
Miro
SPSS

Skills

Design
User Flows
Game Design
Storyboarding
UI Design
Motion Graphics
Illustration

Prototyping
Wireframing
Journey Mapping
Rapid Prototyping
UX & Interaction Design

Research
User Research
User Personas
User Interviews
User Testing
Usability Testing
AB Testing
Data Analysis

Programming Languages
Javascript
Python
C#

Spoken Languages
English
Spanish