

Braden King

braden.n.king@gmail.com | www.bradenk.com | 765-914-3846

I use qualitative & quantitative research methods to connect the dots between human needs & business goals (and have fun doing so). I have experience leading both generative & evaluative research projects to inform decisions ranging from specific UI changes to long-term business strategies. Previously, I studied how babies develop language & object recognition, which provided me a deep curiosity, a desire to never stop learning, and an appreciation for each individual's story. Now, I apply these qualities to influence positive change via user-centered design processes.

EXPERIENCE

Senior UX Researcher - Academia.edu | June 2021 - Present | Fully Remote

- Facilitate mixed-methods research in collaboration with product teams to inspire, design, and build user-centered products
- Lead cross-functional workshops to share insights, brainstorm value propositions, & prioritize product roadmaps
- Develop best practices across product teams to collaborate remotely via Miro and track user behavior via FullStory

UX Researcher & Strategist - g2o | June 2018 - June 2021 | Columbus, OH

- Led generative & evaluative research projects using qualitative & quantitative methods to influence product & service decisions
- Facilitated contextual inquiries, generative toolkits, surveys, usability tests, focus groups, diary studies, ethnography, & workshops
- Created deliverables such as journey maps, service blueprints, roadmaps, personas, storyboards, prototypes, & wireframes
- Educated stakeholders about the value of design thinking processes & mentor junior researchers and designers

Freelance UX Consultant | Jan 2021 - Present | Fully Remote

- Provide clients with UX recommendations based on research findings & industry best practices
- Product deliverables such as cognitive walkthroughs, exemplar collections, and annotated wireframes

Associate Instructor - Indiana University | Aug. 2016 - May 2018 | Bloomington, IN

- Provided graduate students with guidance and critique throughout their design processes to help develop design thinking skills
- Designed slide decks & led discussions to teach 39 students about the mutual shaping of technology and society

Research Assistant - Cognitive Development Research Lab | May 2014 - Aug. 2017 | Bloomington, IN

- Managed a new research project from conception to analysis to explore how infants develop language & object recognition
- Learned quantitative methods by collecting, cleaning, analyzing, & visualizing ~80,000 survey results from Mechanical Turk
- Curated and analyzed data from the largest infant head-cam database in the world to investigate infant cognitive development

Zip-line Tour Guide & Team Building Facilitator - Rawhide Ranch | Summer 2014 & Summer 2016 | Nashville, IN

- Refined 'people skills' by entertaining groups of customers throughout an hour-long zip-lining experience
 - Facilitated team building sessions to help groups of people form stronger connections & improve communication
-

EDUCATION

Master of Science in Human Computer Interaction Design | Indiana University | May 2018

Bachelor of Science in Psychology with Human-Centered Computing Minor | Indiana University | May 2016

COMMUNITY BUILDING

Indy Design Week Conference 2020 Volunteer
Can't Stop Columbus Covid-19 Project Intake Lead
Service Design Global Conference 2019 Volunteer
2018 CHI Conference Volunteer
Hoosier Leadership Program Facilitator

CERTIFICATIONS

Business Strategies for A Better World - Coursera
AI Programming with Python Nanodegree - Udacity
Introduction to Sustainability - Coursera
Initiating and Planning Projects - Coursera
Introduction to the Tidyverse - Datacamp