



REBECCA MICHELSON

APPLIED RESEARCH AND DESIGN

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I lead exploratory research and consumer innovation for digital experiences

EDUCATION

Master of Science

Human Centered Design
& Engineering
University of Washington
June 2021
PhD (expected Dec 2022)

Bachelor of Arts

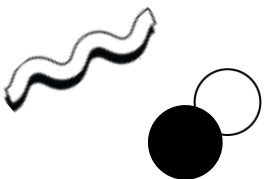
Cultural Anthropology
University of California,
Davis 2012

SKILLS

Mixed Methods Research
Workshop Facilitation
Public-Speaking
Project Scoping
Russian (fluent)
Service Design
Journey Maps
Grant-writing
Ethnography
Git & GitHub
Prototyping
Wordpress

SELECTED SPEAKING

The Summit on Government
Performance & Innovation
New Civics Practitioners
The White House (OSTP)
Code for America Summit
Participatory Budgeting
Frontiers of Democracy
Global Nursing Caucus
Ignite Boston: Data



WORK EXPERIENCE

UX RESEARCHER (INTERN)

Facebook (Meta) | June 2021- September 2021

- Designed and facilitated interview and heuristics evaluation studies intended to understand user behavior and attitudes toward chatbot for small-medium sized businesses and presented recommendations for cross-functional teams

PROJECT LEAD

University of Washington | March 2020- June 2021

- Led a 10 week, co-design study on technologies that support parents during the pandemic while building community. [NSF award number: 2027525."Education, Work, and Life during COVID-19: Supporting Families at Home with Technology"]

DESIGN RESEARCHER

Foundation Medicine | September 2018- May 2019

- Lead exploratory research, such as a service design blueprinting project for cross-departmental strategic development.
- Informed design solutions and marketing materials with mixed methods research and usability testing. Collaborated closely with designers, product managers, and developers, to ensure that user perspectives are prioritized in design decisions.

PROJECT MANAGER

The Engagement Lab at Emerson College | June 2014 - July 2018

- Strategically managed large-scale stakeholder engagement for the 2018 "Make the Breast Pump Not Suck" Hackathon and Policy Summit at the MIT Media Lab while managing the \$750,000 budget. Co-facilitated an "Equity By Design" training at the event and supervised the nationwide Community Innovation Team program.
- Conducted interviews and data analysis for the, "Speaking Our Truths: What It's Really Like to Breastfeed and Pump in the United States" publication.
- Consulted 5 city teams over 18-months on innovative strategies to engage lower income residents.
- Implemented research and game design by analyzing and prototyping the use of a role-playing game for understanding democracy, @Stake, during 6 Participatory Budgeting meetings in New York City. Adapted the tabletop roleplaying card game into a digital version through wireframing, testing, and iteration.
- Facilitated workshops with design-thinking methodologies on public engagement for dozens of NGOs such as Greenpeace.

SELECTED WRITING

- Michelson, Rebecca, et al. "Parenting in a Pandemic: Juggling Multiple Roles and Managing Technology Use in Family Life During COVID-19" Proceedings of the ACM on Human-Computer Interaction, CSCW (2021)
- D'Ignazio, Catherine, et al. "A Feminist HCI Approach to Designing Postpartum Technologies: "When I first saw a breast pump I was wondering if it was a joke". Proceedings of the CHI Conference on Human Factors in Computing Systems. (2016)