Alexander Kan, PhD

A UX researcher with diverse experience across the industry and academia. Due to my prior experience working as a designer, I know how to turn research insights into actionable steps leading to impact. I have the right to work in the UK and will move there soon. Open to work starting February.

E-mail: hi@alexkan.com   •   **LinkedIn:** linkedin.com/in/alexkancom/
Portfolio: https://alexkan.com/research-portfolio/

Postgraduate HCI & UX researcher The University of Melbourne, <u>Human-Computer Interaction group</u> *Mar 2012 — Apr 2020*	• Developed a framework for studying and designing mixed reality stories (MRS) for running; demonstrated how this format allows the creation of mixed reality experience without requiring expensive and bulky hardware. • As the sole researcher I was responsible for project design, management, participant recruiting, presenting the findings, and promoting the research. • Recruited more than 50 participants and organised two workshops for creative writers, resulting in three MRS scripts. • Based on the scripts from the writers, designed three MRS prototypes that scored 75% on runners' satisfaction. • Inspired by some of the findings, I gave a talk at the Australian largest UX conference; the audience voted the talk second best that year, following only the keynote talk.
Independent UI/UX designer and consultant *Jan 2011 — Feb 2023*	• As the sole UI/UX designer developed a scalable <u>interactive book format for Bureau Gorbunov</u>. The book gained 3000 paid subscribers in less than three years, earning more than £64K (4.5M roubles) in total. • Due to scalability of the design, Bureau was able to launch more than a dozen more books in this format. • In one design sprint researched and presented a solution for a client's pitch that helped them secure the funding. • Designed a user guide for an iPhone app with more than 1M users. • Co-designed a sign up and onboarding experience for a social messaging startup that appeared on a slide at an Apple's keynote event.
UI/UX designer Bureau Gorbunov *Mar 2009 — Dec 2010*	• Joined as a junior designer and advanced to a lead position in less than two years. • Designed for mobile, web, TV, kiosks and briefly worked on navigation for a building. • Was one of the first designers on a booking service 'OneTwoTrip'; the service still functions ten years later with 3M+ web views and $14M+. • Co-authored the name 'OneTwoTrip'. • Mentored two junior designers.
Awards and recognition	• Melbourne International Research Scholarship & Melbourne International Fee Remission Scholarship. • Published two research papers at the largest Australian academic UX conference OzCHI. • Honorary mention for best poster design at Melbourne's Computing & Information Systems Doctoral Colloquium.
Volunteering	• HCI reading group coordinator at the University of Melbourne, *May 2012 – Feb 2013* • Player and volunteer at <u>Melbourne Chargers Gay Rugby Club</u>, *Feb 2013 — Oct 2015* • Playtester of an unannounced expansion for a game from <u>BoardGameGeek's Top 35</u>, *currently*

Hard skills	user experience, user research, user interface design, interaction design, visual design, prototyping, wireframing, information architecture, UI, UX
Research methods	contextual inquiry, participatory design, case study, interviews, workshops, diaries, surveys, questionnaires, journey mapping, scenarios, storyboarding, card sorting, usability testing, heuristic evaluation, wizard of Oz, competitor analysis, secondary research, data analysis
Tools	Figma, Pixelmator Pro, Adobe Photoshop, Apple Keynote, Miro, MindNode, DevonThink
No-code tools	Apple Shortcuts, Notion, AirTable, IFTTT, Zapier
Soft skills	active listening, empathy, curiosity, structuring information, synthesising insights, creative thinking, communication, teamwork, presentation, attention to details