

Ruijia “Regina” Cheng

Qualitative & Quantitative UX researcher

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Ph.D. candidate in **Human-computer interaction (HCI)**. **5+ years** of experience in **qualitative and quantitative research on online communities, AI programming & data tools, creator support, and education technology.**

Key Skills **Qualitative Research:** interview, ethnography, usability testing, design probe, grounded theory, design workshops, thematic analysis, literature review | **Quantitative Research:** survey, A/B testing, experiment design, statistical modeling, inferential statistics, psychophysics | **Programming:** Python, R, SQL, MATLAB, JavaScript, web development (React, Node.js), machine learning (PyTorch), Unity | **Design:** Photoshop, Figma, Illustration, Blender

Experiences

University of Washington Graduate Researcher, HCI 2018 – present

- Led 10+ mixed method formative and evaluative research projects on topics including online peer production platforms, data science & programming tools, STEM education, creativity support, and human-AI collaboration.
- Conducted 100+ interviews & 50+ user studies; analyzed activity log of 500k+ users using statistical methods.
- Designed and built data pipelines and user-facing web applications.
- Managed teams of 5-10 researchers and engineers, set agendas, and mentored junior researchers.
- Published 10+ research reports on impactful HCI venues; translated research into product insights.

Microsoft HCI Research Intern, AI Software Development Tools 2022

- Led a multi-phase research on user trust in AI-powered code generation tools; designed and conducted 30+ interviews & 20+ evaluative studies with software engineers; built visual prototypes to convey design insights.
- Generated research reports for engineering teams and disseminated findings in broader academic communities.
- Reported to director-level stakeholders; contributed to the product strategy of GitHub Copilot with concrete design guidelines and visual prototypes.

Dataminr HCI Research Intern, Human-AI Collaboration in NLP 2021

- Led research on human-in-the-loop text summarization; synthesized 600+ academic literatures into design framework; developed Figma prototypes and conducted evaluative studies with crowd workers.
- Generated research reports for internal usage and publications in broader academic communities.
- Reported to director-level stakeholders; laid the foundation for the design of internal tools with actionable guidelines supported by theory and user data.

Meta UX Research Intern, Video Recommendation 2020

- Designed & conducted 20k+ surveys in 5 international markets, interviews, usability tests, and statistical analysis of 20k+ user logs.
- Impacted the design of recommendation algorithms and video players with insights from international markets.
- Collaborated effectively with cross-functional teams (engineering, design, PM, and data) and vendors.

Education

University of Washington (UW)

Doctor of Philosophy in Human Centered Design & Engineering Expected 2023

Master of Science in Human Centered Design & Engineering 2021

University of California, San Diego (UCSD) Magna Cum Laude

Bachelor of Science in Cognitive Science with a Specialization in Computation 2018

Bachelor of Science in Mathematics: Applied Science 2018