

Cecelia Albright

Austin, TX 78756 | (321) 313-4707 | cecelialalbright@gmail.com | uxcecelia.com

SUMMARY STATEMENT

MSIS candidate in HCI with a research-heavy foundation spanning academic labs, a social AI startup, and accessibility initiatives. Experienced across the full UX process — research, synthesis, prototyping, and iteration — with 3 peer-reviewed IEEE publications and proficiency across Figma, Qualtrics, R, Python, and JIRA. Seeking summer 2026 internships.

SKILLS

- Project Management, Participant Scheduling, Client Relations, Wireframing, Iterative Design
- **Research:** Questionnaire design, UX Research, Qualitative and Quantitative Data Analysis
- **Tools:** Figma, R, Python, Adobe Acrobat, Microsoft Suite, Excel, JIRA, Qualtrics

EDUCATION

M.S. Information Studies (Specialization: Human-Computer Interaction)

Austin, TX

University of Texas at Austin

Current-05/27

- Relevant Coursework: *Product Management, Intro to Machine Learning (R), Data Visualization (Tableau), Interaction Design*
- Activities: *Avail Design Research Team, UXPA Design Officer, Volunteer UX Researcher with IX Lab*

B.S. Psychology (Specialization: Behavioral Cognitive Neuroscience)

Gainesville, FL

University of Florida

08/20-05/24

- Relevant Coursework: *Programming Fundamentals 1 & 2 (Python & C++), Statistics 1 & 2, Discrete Structures*
- Activities: *Gator User Design, U Matter Student Care Center Ambassador, Gator Marching Band*

PROFESSIONAL EXPERIENCE

Marketing/User Experience Research Intern

Austin, TX

KIID AI

10/25 – Present

- Identify marketing opportunities and on-the-ground user recruitment to kickstart launch of 0-1 social AI startup
- Create questionnaires to gather user feedback, coordinate user feedback sessions, and created slide decks to share findings and suggestions with CEO and design team

Accessibility Lead, Graduate Research Assistant

Austin, TX

The University of Texas Enterprise Technology

09/25 – Present

- Designed and implemented a JIRA and Excel based document remediation system, introducing the first system capable of quantifying team output, document turnaround speed, and undergraduate worker productivity
- Drove class remediation timelines from multiple years to under one month through systematic process improvements and consistent iteration on team workflows

Foster Coordinator, Senior Office Assistant

Gainesville, FL

Alachua County Animal Resources

08/24 – 07/25

- Increased the number of animals placed in foster homes by 58% over the previous year through strategic outreach, social media management, and relationship-building with volunteers
- Oversaw the care and placement of approximately 130 foster animals and 100 volunteers at any given time, ensuring that each animal was matched with the right foster home to meet individual needs

Human-Computer Interaction Researcher

Gainesville, FL

University of Florida, Embodied Learning Experience Lab

05/23 – 08/24

- Conducted UX research by participating in study design, usability testing, wireframing, conducting user interviews and participant sessions, analyzing qualitative and quantitative data with Excel, SPSS, and MAXQDA
- Explored AI/VR assistants, wearable technologies, and dashboard design for promotion of educational outcomes
- Created user flows and low-fidelity prototypes in Figma to visualize research-driven concepts

Spatial Cognition Research Assistant

Gainesville, FL

University of Florida, SCANN Lab

01/23 – 01/24

- Coordinated participant scheduling, onboarding, and session facilitation for VR and simulation behavioral and neuroimaging studies
- Developed organizational systems for sensitive physical and digital participant records, ensuring compliance with IRB protocols

PUBLICATIONS

Kulkarni, A., **Albright, C.**, Kamble, P., & Chu, S.L.. "Investigating Situated Learning Theory through an Augmented Reality Mobile Assistant for Everyday STEM Learning." 2024 IEEE Conference on Virtual Reality and 3D User Interfaces (VR). IEEE, 2024.

A. Kulkarni, S. Murphy, **C. Albright** and S. L. Chu, "Towards Lesson Planning Interfaces for Integration of Students' Out-of-Classroom Experiences," 2024 IEEE International Conference on Advanced Learning Technologies (ICALT), Nicosia, North Cyprus, Cyprus, 2024

A. Kulkarni, **C. Albright** and S. Lynn Chu, "Situated Cognition in Educational Mobile Apps: Does Physical Situatedness Help Learning?," in 2025 IEEE International Conference on Advanced Learning Technologies (ICALT), Changhua, Taiwan, 2025, pp. 43-47, doi: 10.1109/ICALT64023.2025.00018.