

Luke Li, Ph.D. | User Experience Researcher

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Citizenship: U.S.
Languages: English, Mandarin

Research Experience

Google	User Experience Researcher	2015 – Present
Motorola	Senior Design Researcher	2015 – 2015
Oracle	Senior Usability Engineer	2012 – 2015
	Usability Engineer Contractor	2011 – 2012
UCLA	Experimental Psychology Ph.D.	2005 – 2011

Example Projects

Project: Moto Display Research (hardware and software; scrum team)
Goals: Improve the Moto Display experience; Compare Google's Ambient Display with Moto Display
Deliverables: Findings reports, read-outs, and design recommendations
Contributions: Designed a two week longitudinal study with internal and external participants, ensured equivalent phone experiences except for the display, and moderated interviews. Completed multiple intercept and deep-dive studies. Made recommendations to design, engineering, and product management.

Project: Moto Assist / Moto Future Research (software; scrum team)
Goals: Determine which software experiences provide most value to users. Help inform decisions to deprecate other features. Explore future directions of a Moto Assistant app that provides useful suggestions.
Deliverables: Findings reports, read-outs, and recommendations for and against features
Contributions: Used intercept, survey (international and domestic), and deep-dive methods. Recommendations helped to deprecate a number of features and freed up valuable resources. Focused design/development directions for future Moto Assistant experiences.

Project: Oracle Mobile and Tablet Ethnography Field Studies (software; Beijing, Chicago, and San Francisco)
Goals: Observe and understand how mobile and tablet devices support field service technicians; provide design recommendations for products that support field service technicians
Deliverables: Key findings presentations, internal reports, and cultural board posters
Contributions: Interviewed and followed participants in each of the cities. Investigated work processes, device usage, supporting equipment, data sharing (syncing, cloud based services), social networking, and gaming. Completed data analyses, presentations, internal reports, and created posters to showcase this initiative.

Project: Oracle Cross-Platform Design Research (software; conference)
Goals: Provide guidance for cross platform designs – smart phones, tablets, and PCs
Deliverables: Key findings presentations, internal reports, Oracle Usability Advisory Board (OUAB) report
Contributions: Designed group feedback session at the 2012 OUAB conference, created surveys, and moderated feedback sessions with low fidelity prototypes. Analyzed user feedback and issues list (e.g., expectations, hand gestures, likes/dislikes, etc.) and made recommendations to mobile and emerging interaction teams.

Project: UCLA Facial Emotion Processing Research (6+ studies)
Goals: Understand the relationship between emotion production and emotion recognition
Deliverables: Journal publications, presentations, conference posters, and dissertation
Contributions: Designed and conducted many behavioral and eye tracking studies, implemented experiments using E-Prime, and analyzed data using SPSS and R. Mentored over 10 research assistants. Presented findings, and published journal articles.

Skills

Methods: Formative and summative usability evaluations, CIF testing, Rapid Iterative Testing and Evaluation (RITE), ethnographic research, contextual inquiry, conference testing, lobby/intercept study, survey, user profiles / persona creation, group feedback session, diary study, heuristic evaluation, qualitative methods, quantitative methods

Tools: Usability testing tools (lab, remote), statistics programs (e.g., SPSS, R), E-Prime, eye tracking

Publications

Li, Y. H., & Tottenham, N. (2012). Exposure to the Self-Face Facilitates Identification of Dynamic Facial Expressions: Influences on Individual Differences. *Emotion*.

Li, Y. H., & Tottenham, N. (2011). Seeing Yourself Helps You See Others. *Emotion*.