

Miya Oshiro

based in the D.C. Metro Area

@ moshiro@umd.edu

in /miya-oshiro

🌐 miya-oshiro.webflow.io

academic research

“Building Virtual Friendships through Mirrored Gestures”

Evaluated the integration of nonverbal gesture synchrony in social games to foster genuine social connections between players during online play.

advisor - Alex Leitch

experience

UX developer | PERVADE Lab

university of maryland • jun 2022 - Present

- Develop a data ethics evaluation tool using Qualtrics for academic and industry researchers.
- Implement prototypes by translating and adapting designs from a UX design team.
- Improve product styling using HTML and CSS based on organization branding and style guides.
- Optimize and iterate product's design using feedback from guerrilla testing, formal user tests, and expert reviews with target user group.

UX usability tester | USDA & JIFSAN

university of maryland • aug 2020 - may 2021

- Managed a usability study for the Purchase-to-Plate Crosswalk (PPC) database to optimize user experience.
- Recruited target users through email campaigns for usability testing.
- Identified pain points by interviewing active PPC database users.
- Delivered design recommendations to USDA to better support researchers in using the Purchase-to-Plate Crosswalk.

UX researcher/designer | Wallace Center at Winrock International

arlington, va • feb 2020 - apr 2021

- Managed the design and implementation of a new platform for an online community of practice with >2000 users.
- Increased active user rate from 60% to 80%.
- Interviewed target users, conducted market research, and distributed user surveys to determine key features for the platform.
- Optimized website's information architecture by analyzing user activity metrics and conducting a full content inventory of website.

skills

- HTML, CSS, GML
- Adobe Creative Suite, Figma, Sketch, GameMaker Studio 2
- User surveys, User Interviews, Market Research, Wireframing, Prototyping, User Journey Maps, Storyboarding, UX Strategy, Interaction Design, Usability Testing, Contextual Design & Inquiry
- Game Design, Game Development, Gaming Research, Android Mobile Game Development

education

university of maryland

dec 2022

M.S. Human-Computer Interaction

Cumulative GPA: 4.0

virginia tech

may 2018

B.S. Computer Science
Minor, Industrial Design