

# CHRISTINA GAMBACORTA

Online Portfolio: [www.ChristinaGambacorta.com](http://www.ChristinaGambacorta.com)

Email: [Christina.Gambacorta@gmail.com](mailto:Christina.Gambacorta@gmail.com)

Phone: (609)-332-7537

LinkedIn: <http://www.linkedin.com/in/christinagambacorta>

## Experience

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### PhD Candidate\*

*University of California, Berkeley, CA  
August 2011 - Present*

Conduct innovative research to create videogame therapies for children with a developmental visual impairment. Design and program experiments that measure attention and learning. Mentor a team of 6 research assistants that help run the experiments.

### UX Researcher

*Student-directed freelance  
August 2013 – Current*

Performed qualitative and quantitative research to understand the information needs of visitors to National and California State Parks. Prepared a comparative analysis report to assess how technology is used in educational and natural environments. Delivered a final report providing recommendations for ways to improve information-based products in these areas.

### Graduate Student Instructor

*University of California, Berkeley, CA  
January 2012-May 2013*

*Course: Eye movements and Binocular vision*  
Organized course material, instructed labs, and helped students understand challenging concepts in one-on-one and group review sessions.

### Research Assistant

*Schepens Eye Research Institute,  
Boston, MA  
August 2008 – July 2011*

Managed three projects focusing on user research of assistive technology (See portfolio). Led recruitment, data collection and organization. Produced PowerPoint presentations and figures for senior and associate scientists. Conducted literature reviews on relevant topics and wrote up the key findings.

## Core Strengths

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**Communication and leadership:** scientific writing, information visualization, public speaking in front of large and small groups, mentoring

**Research:** experimental design, analytical thinking, ethnography; formative and summative usability testing; naturalistic observation; interviewing; contextual inquiry; focus groups; diary studies;

**Design:** developing use cases, scenarios, and personas; storyboarding; task flow analysis; affinity diagrams; paper prototyping; heuristic evaluations; cognitive walkthroughs; competitive analyses

### Tools:

*Application and web development:* HTML, CSS, JavaScript, Python, Matlab

*Statistical analysis and behavioral modeling:* R, Excel, Python, Matlab

*Survey design:* Qualtrics, SurveyMonkey, Google Survey

*Sound, image, and movie production:* Adobe Creative Suite

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\* Publications and invited talks available upon request.