

# KATARZYNA KABACINSKA

## User Experience Researcher, PhD

Vancouver, BC

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Project password: katkab

### SUMMARY

I am a results-driven UX Researcher with expertise in human-computer interaction (HCI) and cognitive systems, bringing in 8+ years of research experience across fast-paced disciplines including gaming, robotics and healthcare. As such, I am proficient in a variety of qualitative and quantitative research methods, with a proven track record of designing and conducting mixed-methods research studies that drive product strategy and inform user experience (UX) design decisions.

- 3 years of experience in end-to-end research across game development phases and platforms. Titles worked on include Marvel Contest of Champions, Shop Titans, King Arthur: Legends Rise and more.
- Proven ability to collaborate with stakeholders across agile teams, including product managers, designers, and engineers to develop user-centered insights.
- Academic background in assistive device user research, including PhD-level research on intelligent assistive technology; demonstrating comfort with context-switching and rapidly developing domain expertise.

### SKILLS

- **Qualitative and Quantitative Research Methods:** Conducting explorative and generative research through surveys, interviews, data analytics, competitive analyses, user segmentation studies, usability testing, diary studies, focus groups and more; all in a fully remote setting.
- **Research Tools & Reporting:** Proficiency with tools such as PowerPoint, Excel, UserTesting, dscout, Qualtrics, and SurveyMonkey to collect and analyze data, create compelling visualizations and reports that communicate research findings to stakeholders. Comfortable with AI-driven analysis workflows to deliver faster, more consistent results.
- **Cross-functional Collaboration:** Strong teamwork and communication skills, with experience working alongside producers, product managers, UX designers, and engineers to drive research into actionable product strategies.

### WORK EXPERIENCE

#### User Experience Researcher Kabam Games

*Canadian game developer*

*05/2023 – current*

- Collaborated with Executive Producer and Product Managers to develop and align on a research roadmap for a flagship AAA mobile title, supporting the Live pillar of the game.
- Created a universal questionnaire based on accepted design heuristics to benchmark games, establishing a process for evaluation of possible game publishing targets.
- Automated the process of data analysis for game benchmarking to deliver timely insights contributing to strategic decision making.
- Developed and executed timely and relevant surveys, interviews and playtests which resulted in generating research findings that anticipated product needs and identified specific target areas to improve user retention.
- Collaborated with agile teams of product managers, designers, and engineers to design and conduct evaluative and generative research cross-platform games (iOS, Android, PC).
- Led multiple usability studies, including moderated and unmoderated testing, to identify pain points allowing products to fail fast or incrementally improve prototypes to better match user needs.
- Managed the creation and presentation of research reports, translating complex findings into clear, actionable, player-first insights for stakeholders including development directors, product managers and producers.

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### **Researcher, Project Lead** Neuroscience, Engagement, and Social Tech Lab

*Research centre at the University of British Columbia focused on evaluating brain health technology*

*09/2019 – 04/2023*

- Created and led a 4-year research program to inform the development of AI-driven medical robotics intervention for reducing stress in a hospital waiting room.
- Led multiple human-computer interaction (HCI) studies, including focus groups, sentiment analyses, task analyses and surveys to identify user needs in the context of intelligent assistive technology, shaping design recommendations that enhanced user interaction experiences.
- Secured \$200,000 in funding through collaborations with diverse stakeholders, including healthcare authorities and non-profits, to define and execute a research program that meets the needs of multidisciplinary teams.
- Effectively communicated research results through 9+ academic journal publications, international conference presentations, posters and infographics.
- Mentored 6 undergraduate students, guiding them in applying research methodologies to contribute to impactful studies.

### **Research Assistant** Neuroscience, Engagement, and Social Tech Lab

*University of British Columbia*

*09/2016 – 08/2019*

- Led a cross-national, online study on the perceptions of participant burden in technology research in collaboration with the Oregon Center for Aging and Technology.
- Created actionable insights to reduce participant burden in technology research with older adults.
- Led an interdisciplinary research project to determine the criteria that young people use when they select mobile mental health applications to inform the development of a novel app rating tool.
- Established documentation of the research process to assist in training of new researchers.

## **EDUCATION**

### **PhD in Experimental Medicine (HCI focus)**

*University of British Columbia*

*09/2019 – 11/2024*

- Dissertation title: "End-user perspectives on using social robots to support mental health."
- Received multiple merit-based awards including Social Sciences and Humanities Research Council of Canada Scholarship (\$120k), UBC 4-Year Fellowship Award (4-year tuition).

### **BA in Psychology (Cognitive Systems)**

*University of British Columbia*

*09/2014 – 05/2018*

- Specialization: Mind, Brain, and Computation.
- Received awards including UBC Excellence Awards (full 4-year scholarship to attend UBC), Trek Excellence Scholarship (15k) for remaining in the top 2% of undergraduate class.