

# KATARZYNA KABACINSKA

USER RESEARCHER, PHD  
VANCOUVER, BC

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🌐 [katkabacinska.ca](http://katkabacinska.ca)

(project password: katkab)

I'm a mixed-method researcher with a background in human robot interaction and cognitive systems. I'm experienced in working in fast-paced tech industry with cross-disciplinary teams, in complex ecosystems, including gaming, psychology, neuroscience robotics, and public health.

## HIGHLIGHTS OF QUALIFICATIONS

- 6 years of research experience, including 2 years in the tech industry delivering strategic and actionable insights.
- Designed, planned and executed research with 20,000+ participants using mixed-methods designs including quantitative surveys, usability tests, in-depth interviews, focus groups, nominal groups, IA studies
- Contributed to product's long-term tactical goals and design decisions through synthesizing insights from quantitative surveys and qualitative interviews to identify factors affecting user reactivation

## SKILLS

- Strong moderation skills of interviews, focus groups, usability tests, both in-person and remote
- Understanding of complex product design timelines
- Designing surveys, moderated and unmoderated usability studies, interviews, information architecture tests, foundational research
- Quantitative analysis skills including descriptive and inferential statistics
- Solving complex problems using analytical skills
- Proficient with research software for online research studies
- Strong verbal and written communication and presentation skills

## WORK EXPERIENCE

### User Researcher

Freelance contract with Kabam Games

10/2024 - Present

- Planned, designed and conducted a mixed-methods competitive analysis to deliver strategic insights on design and development of a new product.

### User Researcher

Kabam Games

05/2023 - 09/2024

*Canadian video game developer, 700 employees, \$360 million yearly revenue*

- Conducted 5 large-scale surveys with 20,000+ participants to deliver actionable insights to varied product teams
- Led 30+ interviews across multiple studies to inform product design and strategic goals
- Generated reports and clearly presented research findings to relevant stakeholders including senior directors, UX designers, producers, product and community managers.

### Researcher, Project Lead

Neuroscience, Engagement and Social Tech Lab (NEST)

05/2018 - 04/2023

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

- Mentored 6 undergraduate students in research methods
- Designed and successfully led multiple mixed-methods research studies focusing on capturing user insights in varied domains including robotics, mobile apps and assistive technology.
- Collaborated with stakeholders from non-profit organizations, healthcare authorities and academia to define and execute research goals that meet the needs of multidisciplinary teams.
- Mastered research communication with expert and non-expert audience including 3 international conference presentations, 7 peer-reviewed papers, infographics and blog posts.

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## EDUCATION

University of British Columbia, Vancouver BC

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

09/2019 - 11/2024

Dissertation title: "End-user perspectives on using social robots to support mental health"

**BA in Cognitive Systems**

09/2014 - 05/2018

Specialization: Mind, Brain and Computation

## TOOLS

Data collection

- usertesting.com, PlaytestCloud, SurveyMonkey, Qualtrics

Data analysis

- Microsoft Excel, MAXQDA, nVivo, MiroAI

Presentations

- Google Slides, Microsoft PowerPoint, Canva

## SELECTED AWARDS

- Social Sciences and Humanities Research Council of Canada Graduate Fellowship (4-year scholarship \$160,000 value)
- University of British Columbia Excellence Award (4-year scholarship, \$142,000 value)
- Faculty of Medicine Graduate Award (\$10,000 value)
- BC Children's Hospital Research Institute Graduate Student Award (\$30,000 value)
- Trek Excellence Scholarship for Continuing Students (\$5,000 value)

## SELECTED PUBLICATIONS

- R Tao, G., Charm, G., Kabacińska, K., Miller, W. C., & Robillard, J. M. (2020). **Evaluation Tools for Assistive Technologies: A Scoping Review**. Archives of Physical Medicine and Rehabilitation, 101(6), 1025–1040. <https://doi.org/10.1016/j.apmr.2020.01.008>
- Kabacińska, K. et al. (2022). **"Functioning better is doing better": Older Adults' Priorities for the Evaluation of Assistive Technology**. Assistive Technology. <https://doi.org/10.1080/10400435.2022.2113180>
- Kabacińska, K. et al. (2020). **Socially Assistive Robots as Mental Health Interventions for Children: A Scoping Review**. International Journal of Social Robotics. <https://doi.org/10.1007/s12369-020-00679-0>
- Kabacińska, K. et al. (2020). **Investigating the concept of participant burden in aging technology research**. BMC Geriatrics, 20(1), 50. <https://doi.org/10.1186/s12877-020-1441-3>
- R Robillard, J. M., & Kabacińska, K. (2020). **Realizing the Potential of Robotics for Aged Care Through Co-Creation**. Journal of Alzheimer's Disease, 76(2), 461–466. <https://doi.org/10.3233/JAD-200214>
- Kabacińska, K. et al. (2022). **What criteria are young people using to select mobile mental health applications?** A nominal group study. DIGITAL HEALTH, 8, 20552076221102776. <https://doi.org/10.1177/20552076221102776>

REFERENCES AVAILABLE UPON REQUEST