Victor Girotto

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UX researcher and designer with experience in academia and industry. Throughout the years, I have helped design interfaces used by millions of users around the world and have planned and conducted studies that have been published in top-tier conferences.

UX & Research Work

UX & DESIGN LEAD · PROCTORIO · 2019–2021

Built a design system from scratch, including a Figma component library and a front-end framework.
Redesigned the company's main UIs for test takers and instructors.
Designed and Implemented several internal tools to improve collaboration with other teams.
Documented the company's design system through Storybook.
Planned and facilitated remote research sessions with test takers, instructors, and internal staff.
Managed a multi-disciplinary team of developers and designers (UX, graphical, motion).

RESEARCH ASSISTANT · ARIZONA STATE UNIVERSITY · 2013–2018

Designed and facilitated in-person and remote interviews, co-creation workshops, and usability tests.
Designed and implemented several large-scale, unmoderated studies in MTurk and Prolific.
Designed, conducted, and analyzed multiple experimental studies.
Conducted remote interview studies with open-source project contributors.
Published and presented papers at top-tier HCI venues.

Education

PH.D. HUMAN-COMPUTER INTERACTION · ARIZONA STATE UNIVERSITY · 2013–2018

Dissertation: Advancing Large-Scale Creativity through Adaptive Inspirations and Research in Context.

B.S. COMPUTER SCIENCE · CATHOLIC UNIVERSITY OF BRASÍLIA · 2009–2012

Select Publications

1. V. Girotto, E. Walker, & W. Burleson. 2019. *CrowdMuse: Supporting Crowd Idea Generation through User Modeling and Adaptation*. Creativity & Cognition 2019. **BEST PAPER AWARD**
2. V. Girotto, E. Walker, & W. Burleson. 2017. *The Effect of Peripheral Micro-tasks on Crowd Ideation*. SIGCHI 2017.
3. V. Girotto, C. Lozano, K. Muldner, W. Burleson, & E. Walker. 2016. *Lessons learned from in-school use of rTAG: A robo-tangible learning environment*. SIGCHI 2016.